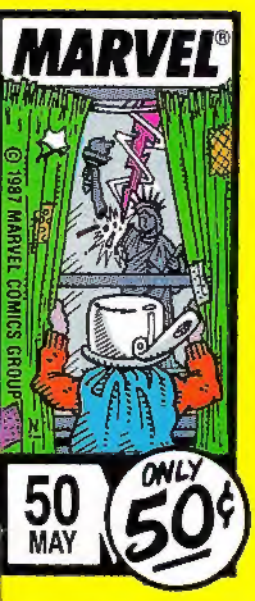


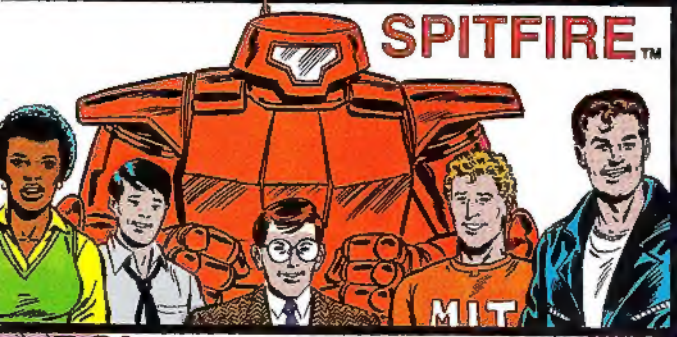
THE OFFICIAL MARVEL® NEWS MAGAZINE!

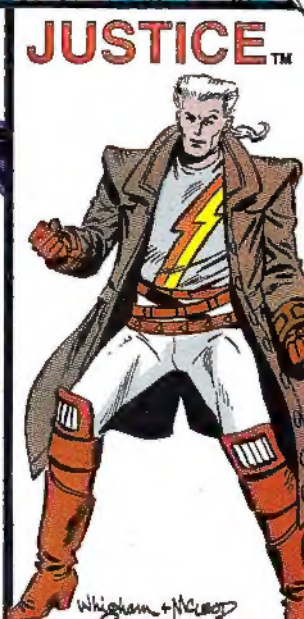
SPECIAL 50th ISSUE OF MARVEL AGE®

EXCLUSIVE!

WHICH new universe™ STAR WILL DIE?!

(ANSWER HIDDEN INSIDE THIS ISSUE!)





Stan Lee presents

MARVEL AGE®

SALICRUP'S SECTION

Hey, we did it! We've reached our fiftieth issue of MARVEL AGE MAGAZINE and we're still going strong! And it's all thanks to you! We've said it before, and we'll keep on saying it, this is your magazine! Your suggestions and comments guide us in putting together the type of magazine that you want.

For example, we've received many, many requests for a Marvel Trivia Quiz, and starting this issue, we're presenting perhaps the hardest darn Marvel Trivia Quiz we've ever run across. Don't be upset if you can't answer a single question—many Bullpenners couldn't either! We're working on getting less impossible-to-answer question in the future.

Also, in this issue, we answer twenty of the most-often asked questions about mighty Marvel. If you still have any questions after studying these, just send it to our wild and wacky letters page—along with your sugestion for a letters column title. Yet another example of how vital you are to our humble little magazine.

And, for those of you who have been too shy, now's the time to write and ask **Stan (the Man) Lee** anything you want! What other periodical offers you the chance to communicate directly with our fearless Leader? So what are you waiting for? Send those cards and letters to STAN LEE, MARVEL AGE MAGAZINE, 387 Park Avenue South, New York, N.Y. 10016. You'll hate yourself later if you miss this incredible opportunity. Besides, Stan's been complaining to me that you guys don't love him anymore! So, c'mon, drop him a line!

And, for all of you that have demanded the return of the MARVEL AGE Calendar, as you know by now, it's back and better than ever. If you don't like the gags, you don't have me to kick around anymore—this time the cornball calendar gags are scripted by **Mmmphhy Mike Carlin**, but it's still drawn by **Zany Ron Zalme!** (Mike hates it when we call him Mmmphhy.)

If you're still not convinced of how vital your role is in helping us assemble this magazine month after month, then allow me to draw your attention to page 24 of this very issue. You'll meet the winners of the Marvel Comics Try-Out Contest! Of the thousands that entered, these were the talented chosen ones! Congratulations, guys!

Also, we'll take you behind the scenes of some of last year's great Marvel 25th Anniversary parties. It's almost as much fun as being there!

Well, I've got just enough room left to wish you all a belated happy 1987, and to mention that we've added a special **Hembeck**'s Page (at no extra cost) to celebrate this fiftieth issue of MARVEL AGE MAGAZINE, and that hidden somewhere in the pages of this magazine is the identity of the doomed New Universe star (or stars). Happy hunting!

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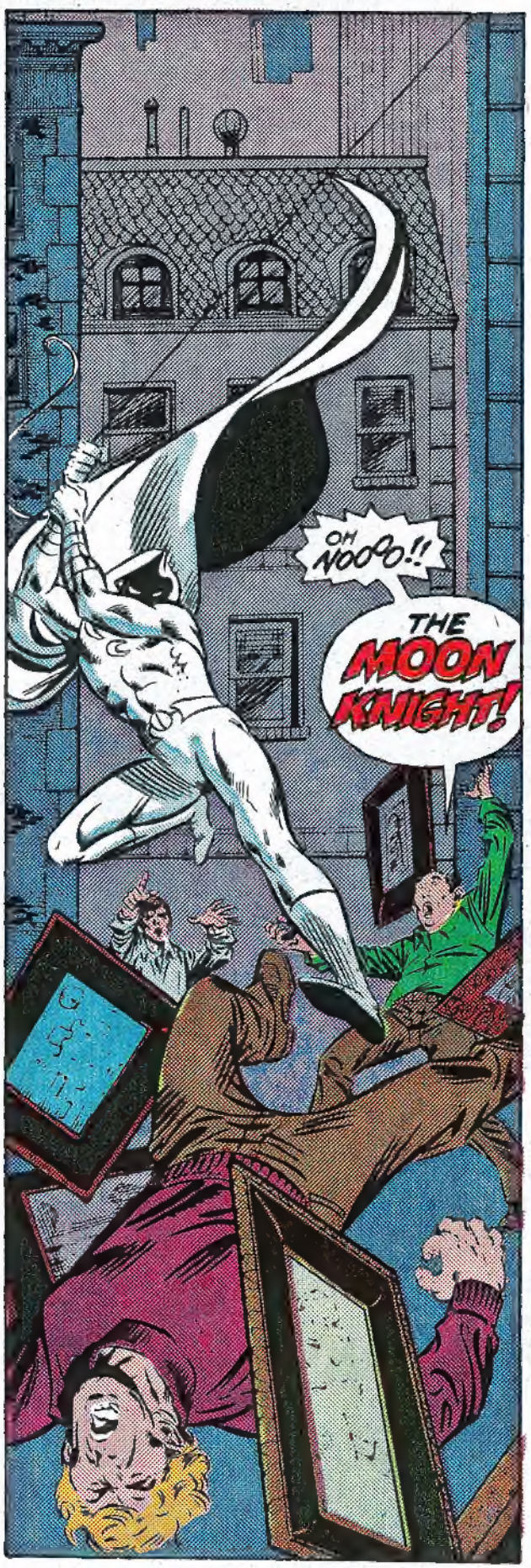
MARVEL COMING ATTRACTIONS

Here is a complete checklist of what's happening in all the **Marvel**, **Epic**, **Star** and **New Universe** titles bearing a **June** cover date.

A **Limited Series** is a title which will only run for a specific number of issues.
A **Graphic Novel** is an 8½" × 11" paperback edition.
A **Digest** is a 4¾" × 6⅝" paperback edition.
A **Direct Sales** title is available only at selected outlets.
Shipping Date refers to when the comics leave the printer.

Who is the Hobgoblin? **AMAZING SPIDER-MAN** #289 has the answer! **The Avengers** face their greatest challenge! **Iron Man** faces a haunting super-villain! And, in **X-FACTOR**, **Angel** faces his maker! That's just a hint of the excitement in store for you next month! Don't delay! Tell your favorite comics shop owner to reserve your favorite titles for you right now!

Penciler Paul Ryan's and inker Joe Rubinstein's cover for the third issue of THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE trade paperback.



Moon Knight kicks up a fuss in the WEST COAST AVENGERS.

Titles Shipping February 3
On Sale February 24

☐ **DAREDEVIL** #243—For some ignorance may be bliss, but for **Daredevil**, it could spell death at the hand of . . . the **Nameless One**! Plus: the life of **Karen Page** takes a dramatic turn—but is it for the better or for the worse? "The Nameless One" is written by **Ann Nocenti**, penciled by **Louis Williams** and inked by **Al Williamson**. 75¢.

☐ **HUGGABUNCH** #5—There are no more **Huggas** in Huggaland! In fact, Huggaland doesn't even exist anymore! How could this disaster have happened? The answer lies in "The Not So Perfect Place." Written by **Tony Franco**, penciled by **John Costanza**, inked by **Jacqueline Roettcher**. A Star comic. 75¢.

☐ **STRIKEFORCE: MORITURI** #7—The **Morituri** launch a desperate attack to avert the annihilation of Los Angeles by the alien **Horde**! Even if they win, it may be a battle that spells their own destruction! "—Rode the Six Hundred!" is written by **Peter B. Gillis**, penciled by **Brent Anderson**, and inked by **Whilce Portacio**. 75¢.

☐ **THE NEW MUTANTS** #52—No greater threat exists for the **New Mutants** than **Magus**, right? Wrong! Wait'll you see what happens when they come up against a furious **Magneto**! "Grounded Forever" is written by **Chris Claremont** and penciled by **Rick Leonardi**. 75¢.

new universe

☐ **NIGHTMASK** #8—The nightmare begins for **Nightmask** when he meets **Justice**! Written by **Archie Goodwin** and penciled by **Keith Giffen**. 75¢.

☐ **PSI FORCE** #8—A tourist trip to Alcatraz Island turns into a merciless manhunt of the **Psi Force** when the evil paranormal **Stalker** returns! And this time, he gets them! "Solid as a Rock" is written by **Danny Fingeroth** and penciled by **Mark Texeira**. 75¢.

☐ **WEB OF SPIDER-MAN** #27—The bizarre contract enforcer is called **Headhunter** and he's got a trophy-slicing axe to grind against beleaguered automaker **Lee Camino**. When **Spider-Man** becomes involved in a desperate attempt to save **Camino's** son, he discovers why the hard-charging businessman was "Scared to Succeed." Written by **Dwight Jon Zimmerman** and illustrated by **Dave Simons**. 75¢.

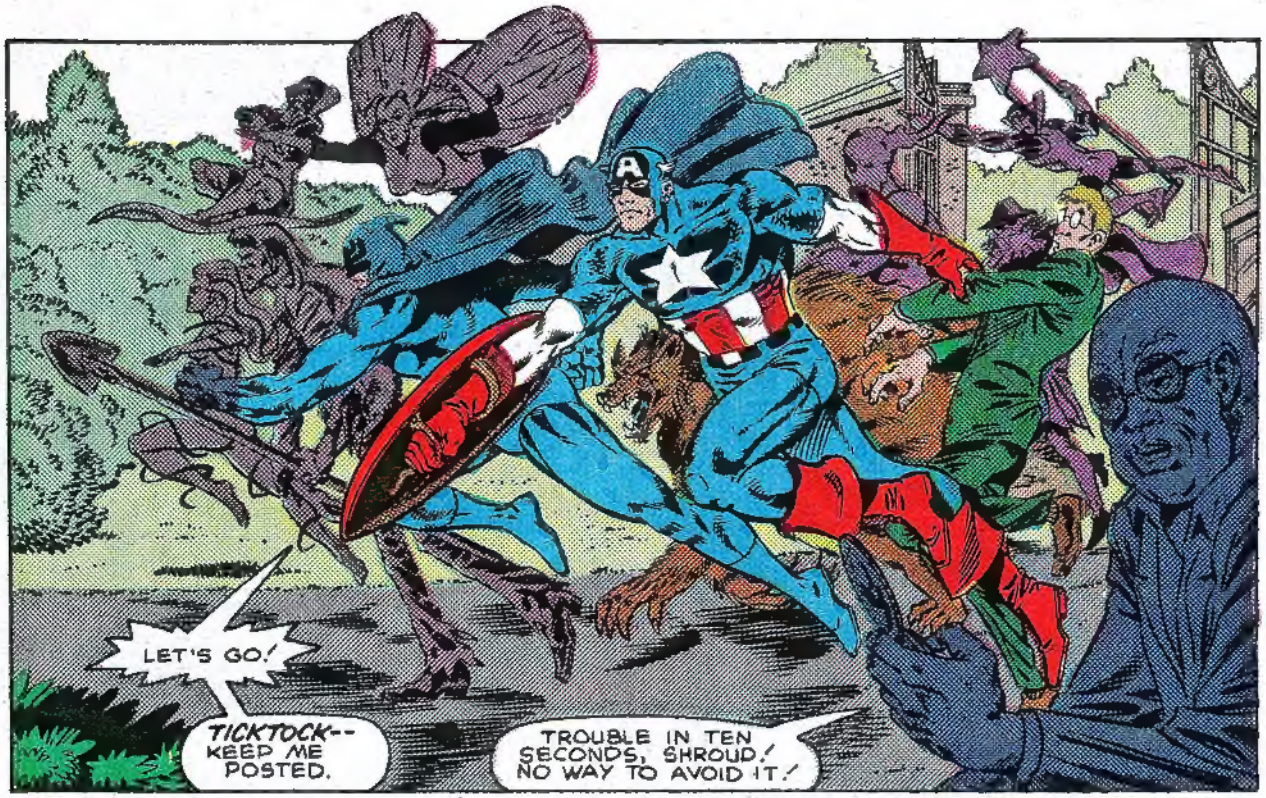
☐ **WEST COAST AVENGERS** #21—Trapped in the ancient Egypt of **Rama Tut**, **Hawkeye** throws the fate of the **West Coast Avengers** into the hands of the **Konshu** god and its greatest disciple, **Moon Knight**! "Time for Every Purpose Under Heaven" is written by **Steve Englehart**, penciled by **Al Milgrom**, and inked by **Joe Sinnott**. 75¢.

☐ **COMET MAN (Limited Series)** #5—**Comet Man** loses control of his powers! Can the **Fantastic Four** stop him before he destroys New York City? Plus: the origin of the evil **Superior**. "All Your Love's in Vain" is written by **Bill Mumy** and **Miguel Ferrer**, penciled by **Kelley Jones**, and inked by **Gerry Talsoc**. Direct sales only. $1.00.

☐ **G.I. JOE SPECIAL MISSIONS** #5—The **Cobra** cyborg **Strato-Viper** takes on the **Joes**, **Ace** and **Slipstream**, in an aerial duel to the death! "Showdown" is written by **Larry Hama** and illustrated by **Herb Trimpe**. $1.00.

☐ **THUNDERCATS** #12—Will **Lion-O's** compassion plunge the **Thundercats** into a war which will destroy them? It looks like the answer is *yes!* "Berserker Rage" is written by **Gerry Conway** and penciled by **Jose Delbo**. A Star comic. 75¢.

☐ **X-MEN VS. THE AVENGERS (Limited Series)** #3—A freighter and its crew become innocent victims in the battle to bring **Magneto** to trial. Written by **Roger Stern**, penciled by **Mark Silvestri**, and inked by **Joe Rubinstein**. Baxter paper. $1.50.



There are guest-stars galore in CAPTAIN AMERICA #330.

Titles Shipping February 10
On Sale March 3

☐ **ALPHA FLIGHT** #47—When children in a remote Canadian village become the unwilling hosts for a parasitic alien species, **Vindicator** must discover how to destroy the aliens without killing the humans they've infected. "You Can't Tell the Forest from the Trees" is written by **Bill Mantlo**, penciled by **Craig Brasfield** and **Mike Mignola**, and inked by **Steve Purcell**. 75¢.

☐ **ANIMAX** #4—**The Motor Mutants** possess the power to destroy mankind. **Animax** makes a tremendous last stand to stop them! If you're an action lover, this is an issue you must not miss! Written by **Terry Kavanagh**, penciled by **Steve Purcell**, and inked by **Gerry Talaoc**. A Star comic. 75¢.

☐ **CAPTAIN AMERICA** #330—Talk about guest-stars—this issue has 'em! **The Brothers Grimm! The Needle! Tatterdemalion! Gypsy Moth! Shroud! Danse Macabre! Ticktock! Night Shift! Digger! Werewolf! Dansen!** Where's **Captain America** in all this? He's right in the middle of a climactic battle with the **Power Broker**! "Night Shift" is written by **Mark Gruenwald**, penciled by **Paul Neary**, and inked by **Vince Colletta**. 75¢.

☐ **FALLEN ANGELS (Limited Series)** #3—More teenaged mutants become **Fallen Angels**! The shocking reasons why bring them face-to-face with **X-Factor's Beast** and **Iceman**! Plus: the Origin of **Gomi**! Written by **Jo Duffy**, penciled by **Marie Severin**, and inked by **Tom Palmer**. 75¢.

☐ **HEATHCLIFF** #16—Just when **Heathcliff** thought they were out of his fur, those two mouse detectives from Miami return—**the Vice Mice**! And they're out to solve the grime of the century! "Return of the Vice Mice" is written by **Michael Gallagher**, penciled by **Warren Kremer**, and inked by **Jacqueline Roettcher**. A Star comic. 75¢.

☐ **THE AMAZING SPIDER-MAN** #289—At last the story can be told! "The **Hobgoblin** Revealed" is written by **Peter David**, penciled by **Tom Morgan** and **Alan Kupperberg**, and inked by **Jim Fern**. A special double-sized issue. $1.25.

new universe

☐ **KICKERS, INC.** #8—The **Smashers** are in the Super Bowl! Will the temptation for **Jack Magniconte** to use his "edge" to win be too great to resist? Written by **Terry Kavanagh**, penciled by **Rod Whigham** and inked by **Tony DeZuniga**. 75¢.

☐ **MARK HAZZARD: MERC** #8—**Mark Hazzard** must choose between his contract and his conscience when he discovers that a candidate he's been hired to protect is less than what he appears to be. "Clients" is written by **Doug Murray**, and penciled by **Gray Morrow**. 75¢.

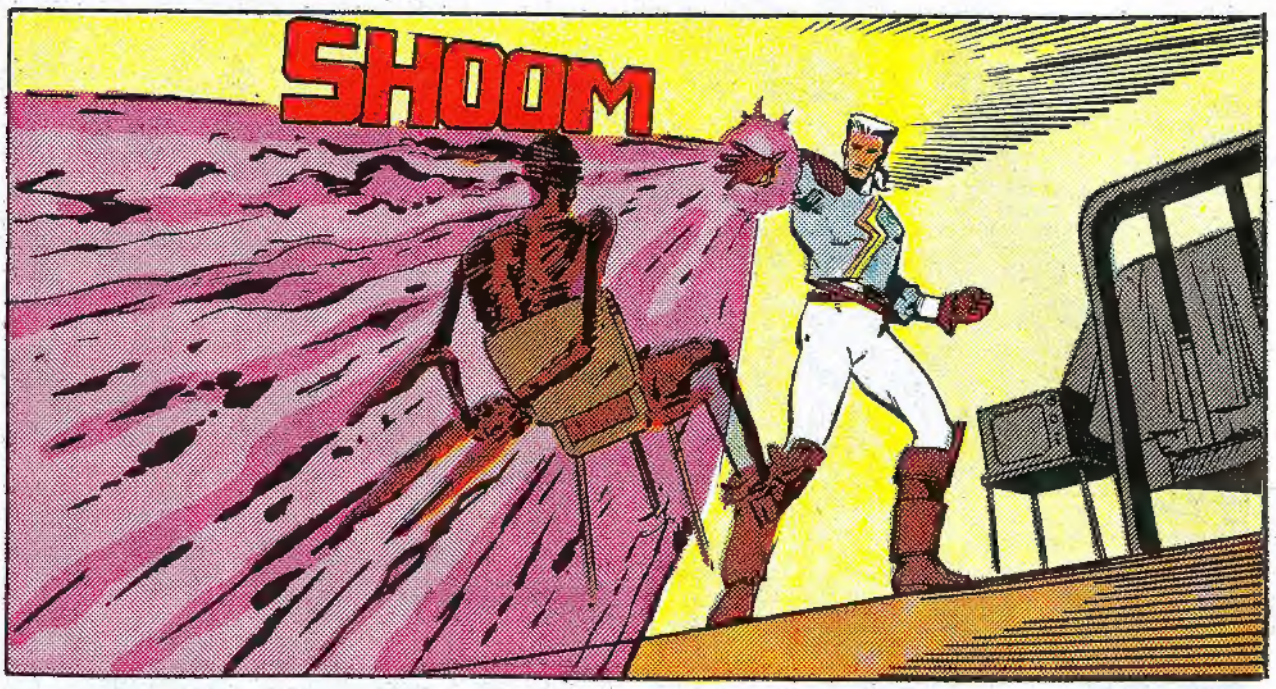
☐ **GROO THE WANDERER** #28—His sword is sharp! His brain is dull! His name is **Groo** and where he goes, disaster strikes! How could one man, even a klutzy one, cause so much havoc? When it comes to **Groo**, no catastrophe is too big! See what we mean in this latest lollapalooza from writer/artist **Sergio Aragonés** with ancillary service by **Mark Evanier**. An Epic comic. $1.00.

☐ **POWER PACK** #30—The dangers of the drug Crack shatter the school life of **Alex Power**! "Crack-Up!" is written by **Louise Simonson**, guest-penciled by **Val Mayerik**, and inked by **Hilary Barta**. Direct sales only. $1.00.

☐ **MEPHISTO VS. THE X-MEN (Limited Series)** #3—**Mephisto** snares the soul of an **X-Man**! Written by **Al Milgrom**, penciled by **John Buscema**, and inked by **Bob Wiacek**. Baxter paper. $1.50.

☐ **STAR COMICS MAGAZINE** #4—Banish the blues with Star's laugh-a-minute anthology series featuring the best stories from **TOP DOG, HEATHCLIFF, MUPPET BABIES**, and **CARE BEARS**. A Marvel digest. $1.50.

☐ **SAVAGE SWORD OF CONAN** #136—A blood-crazed tribe of **Picts** forces **Conan** to attempt the possible—a bargain with their demon-god for his life! "Three Lives for N'Garth!" is written by **Charles Dixon**, penciled by **Gary Kwapisz**, and inked by **Ernie Chan**. A Marvel Magazine. For Mature Readers. $2.00.



Justice becomes an executioner.

☐ **STRANGE TALES** #3—The series that presents two titanic tales in one title continues!

Doctor Strange must choose between his duty to protect the world and his obligation to himself and his friends. It's a landmark decision that not even *we* expected! "Goodbye to All That" is written by **Peter B. Gillis**, penciled by **Chris Warner**, and inked by **Randy Emberlin**.

Cloak and **Dagger** no longer possess their powers. And that makes **Cloak** vulnerable to a sanity-destroying attack by the ultimate nemesis of the dream dimensions—**Nightmare**! "Night-Flight!" is written by **Bill Mantlo** and illustrated by **Bret Blevins**. 75¢.

Titles Shipping February 17 On Sale March 10

☐ **THE INCREDIBLE HULK** #332—The **Rick Jones Hulk** is no more! **The Leader** returns! Face it, gang, this is the big one! Written by **Peter David**, penciled by **Todd McFarlane**, and inked by **Bob McLeod**. 75¢.

☐ **THE 'NAM** #7—The lives of the men known as **Tunnel Rats** are hauntingly revealed in two gripping stories of the Vietnam War. Who are **Tunnel Rats**? What exactly do they do? And why are their lives measured not in months and years, but in minutes . . . and inches! And what happens when a **Tunnel Rat** tries for one last tunnel? "In the Underground" and "Tunnel Rat" are written by **Doug Murray** and illustrated by **Michael Golden**. 75¢.

new universe

☐ **JUSTICE** #8—**Justice's** war against the creators of addictive designer drugs gets even more brutal! "Designer Death" is written by **Roy Thomas**, penciled by **Geof Isherwood**, and inked by **Vince Colletta**. 75¢.

☐ **D.P. 7** #8—**The Clinic** catches **D.P. 7**! And for those displaced paranormals, **the Clinic** has vowed there will be no escape! Written by **Mark Gruenwald**, penciled by **Paul Ryan**, and inked by **Romeo Tanghal**. 75¢.

☐ **MARVEL TALES** #200—One of Spider-Man's greatest tales of suspense is reprinted in this special double-sized issue! **Doctor Doom** and **Dormammu** unite to enslave humanity through the unleashing of the ultimate eldritch horror, the **Bend Sinister**! How can **Spider-Man** stop their plot, when they've already immobilized **Doctor Strange**! From **AMAZING SPIDER-MAN ANNUAL** #14, co-plotted and scripted by **Denny O'Neil**, co-plotted and penciled by **Frank Miller**, and inked by **Tom Palmer**. 48 pages. $1.25.

☐ **MARVEL AGE MAGAZINE** #51—**The Punisher** gets his own hard-hitting series, and **MARVEL AGE MAGAZINE** tells how it happened and what you can expect! Plus: a new team and a new direction for **the Hulk**, a Marvel comics shops compendium, coverage of **CLASSIC CONAN**, Star Spotlight on **FLINTSTONE KIDS**, Stan's Soapbox, Hembeck's Page, Mutant Report and all your other favorite features! Direct Sales only. 50¢.

☐ **THE AVENGERS** #280—**The Avengers** vs. the gods of Olympus! "By Gods Betrayed" is written by **Roger Stern**, penciled by **John Buscema** and inked by **Tom Palmer**. 75¢.

☐ **X-MEN** #218—The last time the **X-Men** fought **the Juggernaut**, they almost lost! This time they must battle him without the aid of **Wolverine** and **Storm**! "Charge of the Light Brigade" is written by **Chris Claremont**, penciled by **Marc Silvestri**, and inked by **Dan Green**. 75¢.

☐ **CONAN THE BARBARIAN** #195—Has **Conan** lost the will to live? The stunning truth and its fatal consequences are revealed in "Blood of Ages." Written by **Jim Owsley**, penciled by **Val Semeiks**, and inked by **Geof Isherwood**. $1.00.

☐ **THE MARVEL SAGA** #19—The unique series which details the linear history of the Marvel Universe continues! **Thor** and **Loki** are forced to undergo the incredible Trial of the Gods! **Daredevil** dons a new costume, battles the **Sub-Mariner**, and then aids the powerless **Fantastic Four** against the merciless **Frightful Four** in the climactic battle of the Baxter Building! **Peter Parker** graduates from high school. And **Spider-Man** takes on the **Green Goblin** and the **Crime Master**. **Hulk** tackles **the Leader** in the most amazing battle of the gamma-powered antagonists yets! **Doc Strange** finds himself alone against both **Baron Mordo** and **Dormammu**! And we learn more of the super-sophisticated anti-spy organization, **S.H.I.E.L.D.**! Written by **Peter Sanderson**, illustrated by classic art from comicdom's top illustrators! $1.00.

☐ **G.I. JOE** #60—A renegade team of **G.I. Joes** battles the wildest **Dreaknok** of them all—**Zanzibar!** Written by **Larry Hama**, premiering new regular penciler **Todd McFarlane**, and inked by **Andy Mushynsky**. $1.00.

Titles Shipping February 24
On Sale March 17

☐ **DROIDS** #8—The "Star Wars" saga as seen through the optical sensors of the **Droids** concludes! "The Last Jedi" is written by **Dave Manak**, penciled by **Ernie Colon**, and inked by **Al Williamson**. A Star comic. 75¢.

☐ **FANTASTIC FOUR** #303—**Mr. Fantastic, the Invisible Woman, the Human Torch** and **the Thing** are all together—but where is the **She-Hulk**? What has happened to her? Guest-written by **Roy Thomas**, penciled by **John Buscema**, and inked by **Sal Buscema**. 75¢.

☐ **IRON MAN** #219—How do you fight a ghost? **Iron Man** faces that very real problem when a villain called **the Ghost** starts some very destructive haunting of Stark Enterprises. Co-plotted and scripted by **David Michelinie**, co-plotted and illustrated by **Bob Layton**. 75¢.

☐ **PETER PARKER THE SPECTACULAR SPIDER-MAN** #127—**Spider-Man** has only twenty-four hours to find the antidote to the poison taken by **Harry Osborn**, but his only help lies with his enemies, **the Hobgoblin** and **the Kingpin**. "24 Hours" is written by **Bob Layton**, penciled by **Jim Fern**, and inked by **Vince Colletta**. 75¢.

☐ **POPPLES** #4—When a baby is lost, pandemonium reigns when the **Popples** join in the search. "Hide and Seek for Keeps" is written by **Stan Kay**, penciled by **John Costanza**, and inked by **Jacquelinie Roettcher**. A Star comic. 75¢.

☐ **THOR** #380—Thor faces his ultimate foe—**the Midgard Serpent**! Written by **Walter Simonson** and illustrated by **Sal Buscema**. 75¢.

☐ **TOP DOG** #14—Does the final issue of **TOP DOG** also mean the end of **Top Dog's** friendship with **Joey**? You'll never forget "The Last of Top Dog." Written by **Dave Manak**, penciled by **Warren Kremer**, and inked by **Jon D'Agostino**. A Star comic. 75¢.

☐ **X-FACTOR** #17—The funeral of **the Angel**! Written by **Louise Simonson**, penciled by **Walter Simonson**, and inked by **Bob Wiacek**. 75¢.

new universe

☐ **SPITFIRE AND THE TROUBLESHOOTERS** #9—With **Spitfire's** life in ruins, the **Troubleshooters** divided, what more could possibly happen? The sinister **Club** has the answer—and it's a killer! Written by **Cary Bates**. 75¢.

☐ **STARBRAND** #9—With everyone out to get him, why won't **Starbrand** use his powers to end the persecution? Written by **Bobbie Chase**, penciled by **Rick Leonardi**, and inked by **Al Williamson**. 75¢.

☐ **THE OFFICIAL MARVEL COMICS INDEX TO THE AVENGERS** #2—From **THE AVENGERS** #24–47. Complete story synopses, story and art credits, and color cover reproductions of the classic adventures of one of Marvel's most popular teams makes this series a must for Avengers fans everywhere! Compiled by **George Olshevsky**. 48 pages. Baxter paper. Direct sales only. $2.95.

☐ **CLASSIC X-MEN** #10—The **Juggernaut** has returned. His target for annihilation—the new **X-Men**! Reprinted from **X-MEN** #102. "Who Will Stop the Juggernaut?" is written by **Chris Claremont**, penciled by **Dave Cockrum**, and inked by **Sam Grainger**. Plus: a new tale which reveals a hidden side to the searing conflict written by **Chris Claremont** and illustrated by **John Bolton**. 32 pages. No ads. $1.00.

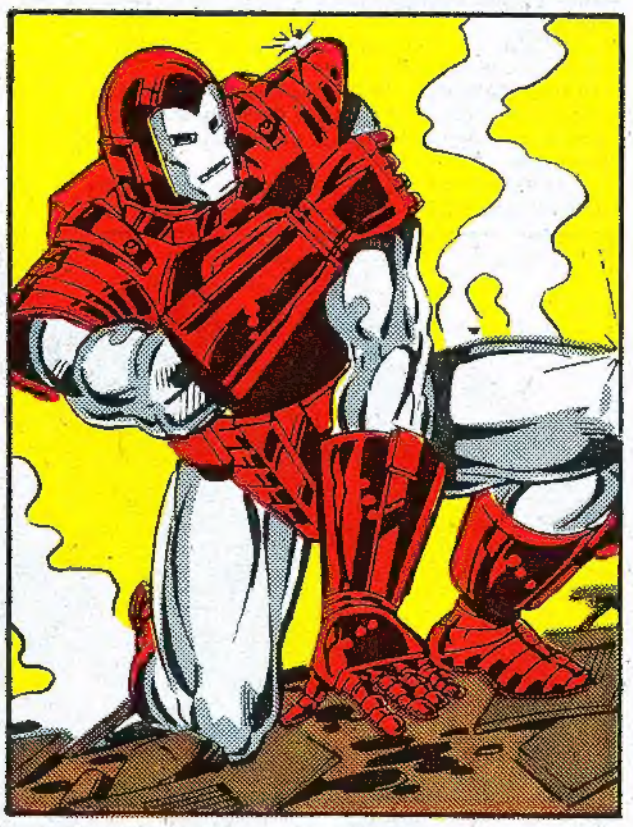
☐ **G.I. JOE COMICS MAGAZINE** #4—**The Joes** early adventures, retold in this special format reprint series, continue with three gripping adventures from **G.I. JOE** #s 9, 10, and 11. "The Diplomat" is written by **Steve Grant**, penciled by **Mike Vosburg**, and inked by **Chic Stone**. "A Nice Little Town Like Ours" is written by **Larry Hama**, penciled by **Mike Vosburg**, and inked by **Chic Stone**. "The Pipeline Ploy" is written by **Larry Hama**, penciled by **Mike Vosburg**, and inked by **Jon D'Agostino**. A Marvel Digest. $1.50.

☐ **THE OFFICIAL HANDBOOK TO THE MARVEL UNIVERSE DELUXE EDITION** #16—The chronicle of Marvel's heroes and villains continues with the history of all the deceased characters. Written by **Peter Sanderson** and **Mark Gruenwald**. 64 pages. $1.50.

☐ **ELFQUEST** #23—The **Wolfriders** encourage **Lord Voll's** interest in the Quest and as a consequence increase **Winnowill's** ire against them! "The Awakening" is written by **Wendy** and **Richard Pini** and drawn by **Wendy Pini**. An Epic comic. $1.00.

☐ **THE TRANSFORMERS** #29—The metal-munching **Scraplets** are here! And even the devastating **Triple Changers** can't stop their disease from spreading! "Crater Critters" is written by **Bob Budiansky**, penciled by **Don Perlin**, and inked by **Ian Akin** and **Brian Garvey**. $1.00.

☐ **ALIEN LEGION** #19—It's survival at its most basic—and desperate when **Sarigar, Tamara** and **Grimrod** are trapped on a frozen planet. "Death on Ice" is written by **Alan Zelenetz**, penciled by **Larry Stroman**, and inked by **Randy Emberlin**. An Epic comic. Direct sales only. Baxter paper. $1.75.

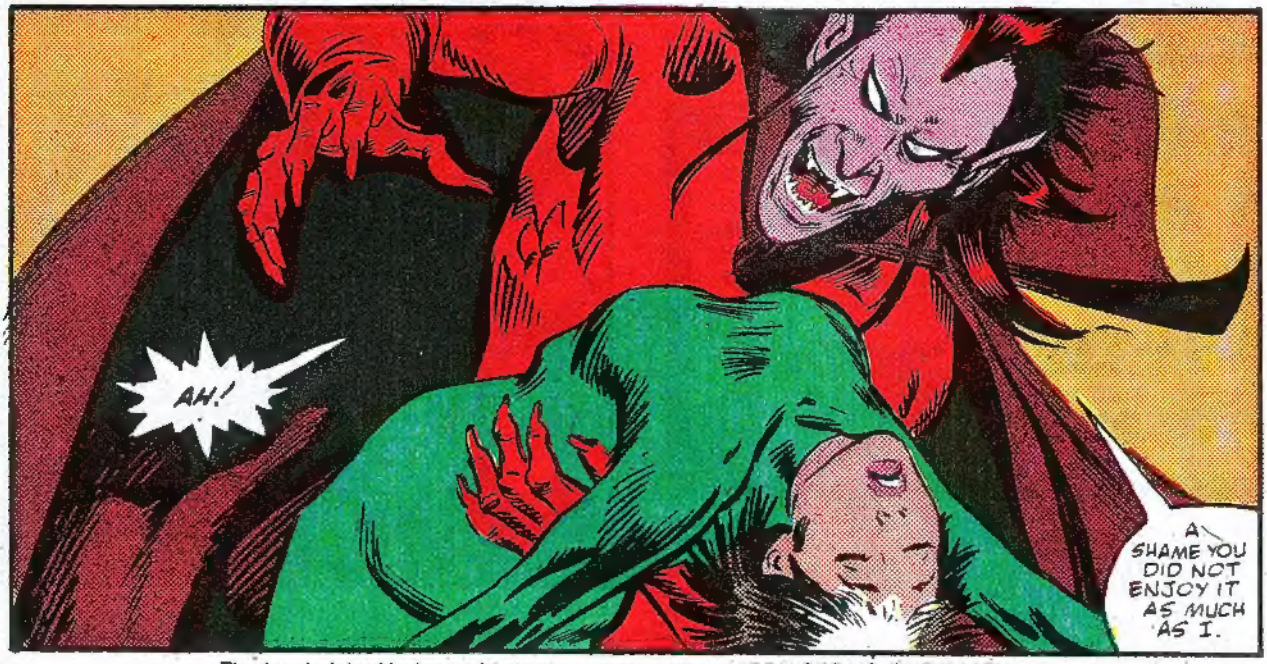


Shell-head has his hands full picking up the pieces in IRON MAN.

MORE COMING ATTRACTIONS

Titles Shipping March

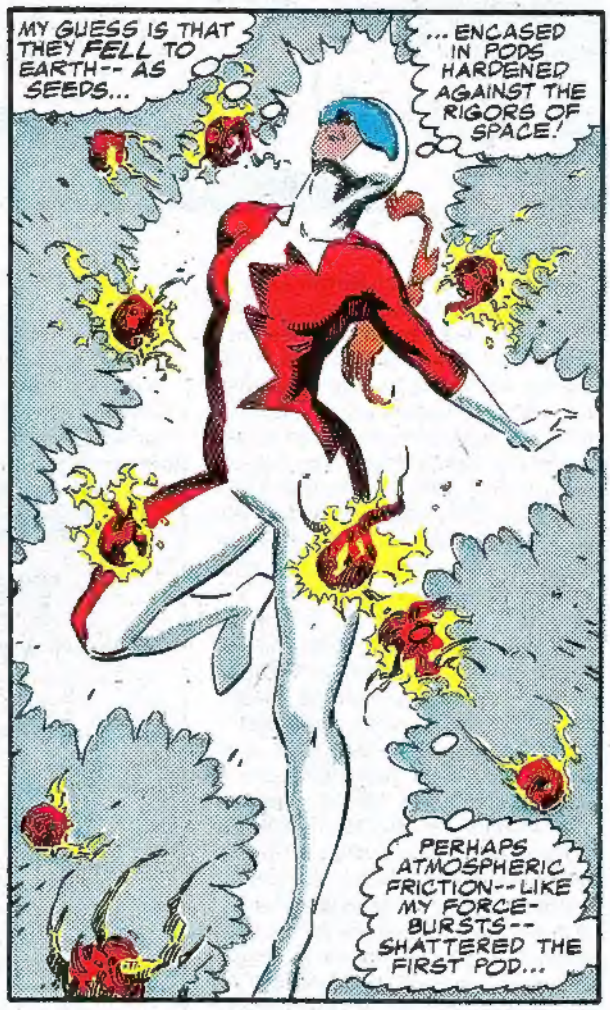
DAREDEVIL #244—by **Nocenti**, **Williams**, and **Williamson**.
DEFENDERS OF THE EARTH #4—by **Higgins**, **Saviuk**, and **Fredericks**.
STRIKEFORCE: MORITURI #8—by **Gillis**, **Anderson**, and **Portacio**.
THE NEW MUTANTS #53—by **Claremont** and **Leonardi**.
NIGHTMASK #9—by **Thomas** and **Hernandez**.
PETER PORKER THE SPECTACULAR SPIDER-HAM #16—by **Mellor**, **Albelo**, and **Fournier**.
PSI FORCE #9—by **Fingeroth** and **Texeira**.
WEB OF SPIDER-MAN #28—by **Layton**, **Geiger** and **Colletta**.
WEST COAST AVENGERS #22—by **Englehart**, **Milgrom**, and **Sinnott**.
COMET MAN #6—by **Mumy**, **Ferrer**, **Jones**, and **Talaoc**.
MASTERS OF THE UNIVERSE #8
THUNDERCATS #13—by **Conway**, **Delbo**, and **Gordon**.
CONAN THE KING #41—by **Kraar**, **Docherty**, and **Bator**.
X-MEN VS. THE AVENGERS #4—by **Stern**, **Silvestri**, and **Rubinstein**.
ALPHA FLIGHT #48—by **Mantlo**, **Brigman**, and **Portacio**.
CAPTAIN AMERICA #331—by **Gruenwald**.
CHUCK NORRIS KARATE KOMMANDOS #4—by **Mackie** and **Saviuk**.
EWOKS #14—by **Manak**, **Kremer**, and **D'Agostino**.
FALLEN ANGELS #4—by **Duffy** and **Palmer**.
HEATHCLIFF FUNHOUSE #2
KICKERS, INC. #9—by **Zimmerman** and **Kupperberg**.
MARK HAZZARD: MERC #9—by **Murray** and **Morrow**.
THE AMAZING SPIDER-MAN #290—by **Michelinie**, **Romita Jr.**, and **Williamson**.
STRANGE TALES #4—by **Gillis**, **Mantlo**, **Warner**, **Blevins**, and **Emberlin**.
GROO THE WANDERER #29—by **Aragones** with **Evanier**.
MEPHISTO VS. THE AVENGERS #4—by **Milgrom**, **J. Buscema**, and **Wiacek**.
SILVER SURFER #1—by **Englehart**, **Rogers**, and **Rubinstein**.
SPIDER-MAN COMICS MAGAZINE #4—by **Lee** and **Romita Sr.**
SAVAGE SWORD OF CONAN #137.
MARVEL AGE MAGAZINE #52
THE AVENGERS #281—by **Stern**, **J. Buscema**, and **Palmer**.
D.P. 7 #9—by **Gruenwald** and **Ryan**.
FLINTSTONE KIDS #1
THE INCREDIBLE HULK #333—by **David** and **McFarlane**.
JUSTICE #9—by **Englehart**, **Isherwood**, and **Colletta**.
MARVEL TALES #201—by **Claremont**, **Byrne**, and **Hunt**.
MUPPET BABIES #14—by **Kay** and **M. Severin**.
THE 'NAM #8—by **Murray** and **Golden**.
SILVER SURFER #3—by **Englehart**, **Rogers** and **Rubinstein**.
X-MEN #219—by **Claremont**, **Silvestri**, and **Green**.
CONAN THE BARBARIAN #196—by **Owsley**, **Semeiks**, and **Isherwood**.
G.I. JOE #61—by **Hama**, **McFarlane**, and **Mushynsky**.
THE MARVEL SAGA #20—by **Sanderson**.
MARVEL FANFARE #33
CARE BEARS #11—by **Gallagher**, **Post**, and **Edelman**.
FANTASTIC FOUR #304—by **Englehart**, **J. Buscema**, and **S. Buscema**.
THE INHUMANOIDS #4—by **Salicrup** and **Infantino**.
IRON MAN #220—by **Michelinie** and **Layton**.
PETER PARKER THE SPECTACULAR SPIDER-MAN #128—by **David** and **Kupperberg**.
CODENAME: SPITFIRE #10—by **Zimmerman** and **Nolan**.
STARBRAND #10
THOR #381
X-FACTOR #18—by **L. Simonson**, **W. Simonson**, and **Wiacek**.
ELFQUEST #24—by **W.** and **R. Pini**.
THE TRANSFORMERS #30—by **Budiansky**, **Perlin**, **Akin**, and **Garvey**.
CLASSIC X-MEN #11—by **Claremont**, **Cockrum**, and **Bolton**.
THE TRANSFORMERS COMICS MAGAZINE #4
THE OFFICIAL MARVEL COMICS INDEX TO THE X-MEN #2—compiled by **Olshevsky**.
THE MARVEL UNIVERSE Trade Paperback #4—by **Sanderson**, **Gruenwald**, and others.



The Lord of the Underworld steals mutant souls in MEPHISTO VS. THE X-MEN.

Titles Shipping April

DAREDEVIL #245—by **Nocenti**, **Williams**, and **Williamson**.
HUGGA BUNCH #6—by **France**, **Costanza**, and **Roettcher**.
STRIKEFORCE: MORITURI #9—by **Gillis**, **Anderson**, and **Portacio**.
THE NEW MUTANTS #54—by **Claremont** and **Leonardi**.
PSI FORCE #10—by **Fingeroth** and **Texeira**.
WEB OF SPIDER-MAN #29—by **Owsley**, **Geiger** and **Colletta**.
WEST COAST AVENGERS #23—by **Englehart**, **Milgrom**, and **Sinnott**.
G.I. JOE SPECIAL MISSIONS #6—by **Hama** and **Trimpe**.
THUNDERCATS #14—by **Conway** and **Delbo**.
ALPHA FLIGHT #49—by **Mantlo** and **Mignola**.
ANIMAX #5—by **Kavanagh**, **Purcell**, and **Talsoc**.
CAPTAIN AMERICA #332—by **Gruenwald**.
FALLEN ANGELS #5—by **Duffy**, **Staton**, and **Palmer**.
HEATHCLIFF #17—by **Gallagher**, **Kremer**, and **Roettcher**.
KICKERS, INC. #10—by **Blaustein**.
MARK HAZZARD: MERC #10—by **Murray** and **Morrow**.
THE AMAZING SPIDER-MAN #291—by **Michelinie** and **Romita Jr.**.
STRANGE TALES #5—by **Gillis**, **Mantlo**, **Warner**, **Blevins**, and **Emberlin**.
GROO THE WANDERER #30—by **Aragones** with **Evanier**.
POWER PACK #31—by **L. Simonson**, **Bogdanove**, and **Green**.
STAR COMICS MAGAZINE #5—by various.
SAVAGE SWORD OF CONAN #138
THE OFFICIAL MARVEL COMICS INDEX TO THE AVENGERS #3—by **Olshevsky**.
MARVEL AGE MAGAZINE #53
THE AVENGERS #282—by **Stern**, **J. Buscema**, and **Palmer**.
D.P. 7 #10—by **Gruenwald** and **Ryan**.
THE INCREDIBLE HULK #334—by **David** and **McFarlane**.
JUSTICE #10—by **Englehart**, **Isherwood**, and **Colletta**.
MARVEL TALES #202—by **Claremont**, **Byrne**, and **Hunt**.
THE 'NAM #9—by **Murray** and **Golden**.
X-MEN #220—by **Claremont**, **Silvestri**, and **Green**.
CONAN THE BARBARIAN #197—by **Owsley**, **Serneiks**, and **Isherwood**.
G.I. JOE #62—by **Hama**, **McFarlane**, and **Mushynsky**.
THE MARVEL SAGA #21—by **Sanderson**.
FANTASTIC FOUR #305—by **Englehart**, **J. Buscema**, and **S. Buscema**.
IRON MAN #221—by **Michelinie** and **Layton**.
PETER PARKER THE SPECTACULAR SPIDER-MAN #129
POPPLES #5—by **Kay**, **Costanza**, and **Roettcher**.
CODENAME: SPITFIRE #11
STARBRAND #11
SILVER SURFER #2—by **Englehart**, **Rogers**, and **Rubinstein**.
X-FACTOR #19—by **L. Simonson**, **W. Simonson**, and **Wiacek**.
ELFQUEST #25—by **W.** and **R. Pini**.


MY GUESS IS THAT THEY FELL TO EARTH-- AS SEEDS...
...ENCASED IN PODS HARDENED AGAINST THE RIGORS OF SPACE!
PERHAPS ATMOSPHERIC FRICTION--LIKE MY FORCE-BURSTS-- SHATTERED THE FIRST POD...

Vindicator has an alien pod problem in ALPHA FLIGHT.

THE TRANSFORMERS #31—by **Budiansky**, **Perlin**, **Akin**, and **Garvey**.
CLASSIC X-MEN #12—by **Claremont**, **Cockrum**, and **Bolton**.
THOR #382
G.I. JOE COMICS MAGAZINE #
THE OFFICIAL HANDBOOK TO THE MARVEL UNIVERSE #17—by **Sanderson**, **Gruenwald**, and others.
ALIEN LEGION #20—by **Zelenetz**, **Stroman** and **Emberlin**.
CONAN SAGA #1—by **Thomas** and **Windsor-Smith**.

Look out for the hard-hitting action in THE PUNISHER.

NEWSWATCH

A New Art/Production Coordinator! Two series to Englehart! A new THOR scripter! And a special Golden Apple lunch!

ITEM: You've seen **Jim Novak's** name listed in many Marvel comics as letterer. Now Jim's become our new Art/Production Coordinator. It's Jim's job to work with the editors to make sure that lettering corrections, layout and design of magazines, such as MARVEL AGE MAGAZINE, and much, much more is done to perfection. It's a big job, but Jim's Bullpen experience goes 'way back. Everyone here is happy to welcome him into his new position! Congratulations, Jim!

ITEM: We tried to hold the announcement until our special SILVER SURFER spotlight in MARVEL AGE MAGAZINE #52, but the news is just too blamed exciting to keep under our hat! WEST COAST AVENGERS writer **Steve Englehart** is now the regular scripter on the FANTASTIC FOUR . . . *and the all-new SILVER SURFER series! In case you forgot,* **the Silver Surfer** was one of Marvel's hottest heroes during the halcyon Sixties and Seventies—a hero who first appeared in the pages of THE FANTASTIC FOUR, itself! We can't wait to find out what Steve's got in store for both the Surfer and the FF. For the behind-the-scenes facts and to find out what's in store, keep your eyes peeled for MARVEL AGE MAGAZINE #52!

ITEM: Executive Editor **Tom DeFalco** who achieved wide-spread acclaim for his exciting AMAZING SPIDER-MAN stories, is now the new writer for THOR! Tom was in the middle of preparing his plans when we talked to him and didn't want to tip his hand too soon. But what he did say was that if you thought **Thor** had been through some tough times already, wait'll you see what happens to him now!

ITEM: What if you could get any question you had about Marvel and New Universe answered by Editor in Chief **Jim Shooter**? Comic book fans in the Los Angeles area got that chance when Golden Apple Comics Stores' owner **Bill Liebowitz** arranged with Marvel's Promotions Manager for Direct Sales **Steve Saffel** the "Win-A-Lunch with Jim Shooter" contest. The lucky winners, **Joe Kim, Chaim Vanek, Doran Fish, Tom Nelson,** and **Alex Campos**, discovered that their prize came with a big *surprise* as well! For in addition to lunching and gabbing with Jim, they were joined by Executive Editor Tom DeFalco. Then the winners were taken on a surprise tour of the Marvel Productions' offices courtesy of **Scott Shaw!** There they saw how the many artists and craftsmen create such popular animated television series as G.I. JOE, THE TRANSFORMERS, MUPPET BABIES, INHUMANOIDS, and DEFENDERS OF THE EARTH. When it came time to leave, all agreed that the winners had hit the jackpot!

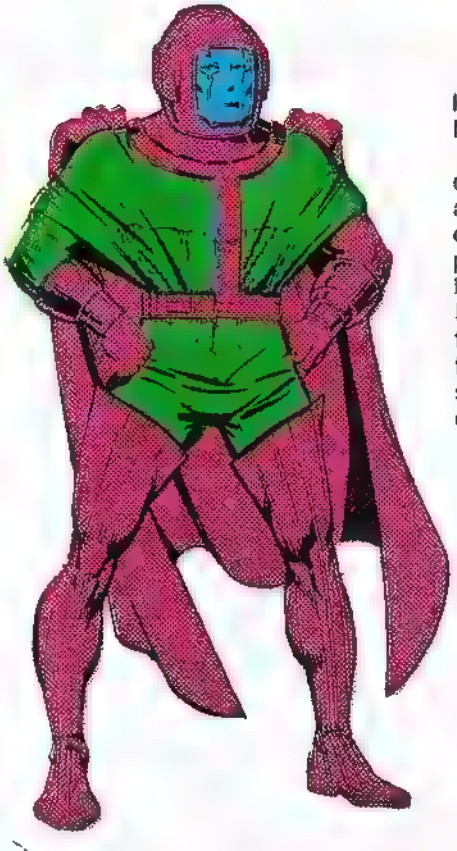
THE TOP TEN

Here it is! The Marvel Top Ten for the month of October, 1986. This list is for the top ten best-selling direct sales titles, as compiled by our pal and Director of Specialty Sales, **Carol Kalish** and provided by her assistant **Evelyn Lopez**.

1—**X-MEN** #214
2—**FANTASTIC FOUR VS. X-MEN** #1
3—**X-FACTOR** #13
4—**SPIDER-MAN VS. WOLVERINE** #1
5—**G.I. JOE SPECIAL MISSIONS** #3
6—**CLASSIC X-MEN** #6
7—**G.I. JOE VS. TRANSFORMERS** #2
8—**G.I. JOE** #56
9—**MARVEL UNIVERSE** #15
10—**G.I. JOE UNIVERSE** #4

Tom DeFalco, Jim Shooter, and the "Win-A-Lunch" winners.

MARVEL TRIVIA QUIZ



It all started like this. One morning, I looked over to a corner of my room, and there was my comics collection. This wasn't unexpected. They generally stay where I put them. But what was unexpected was its sudden size. Over twenty years' worth of comics, mostly Marvel but a good representation all around, had taken on truck-like proportions. Remember the moment in *2001: A Space Odyssey*, when **Dave** looks up from his bed and sees the monolith, a huge, dark object mysteriously dominating the room? It all started like that.

Feeling the need to put this mass of graphic literature to good use (you know the need—it starts the first day a shopkeeper looks at your comics purchase and asks if you aren't too old for these, it continues as your folks start scratching their head at the mounting stacks of mags, it grows when a young woman spies your collection and blankly asks you "Why?"), an idea was born. And here before you, it's been brought to fruition! Announcing the birth of a bold (well, kinda bold) new tradition . . . the Mighty Marvel Trivia Quiz!

Questions are roughly arranged to delve deeper and deeper into the past as the quiz progresses: the first few questions deal with the recent trivial pursuits of Marvel heroes, and the later questions with earlier phases of Marvelmania. If you can answer all twenty questions correctly, you win a fabulous prize: the knowledge that should I get hit by a bus, you might be equipped to take over this column.

Now everyone knows that group comics today are all the rage—teams such as **the X-Men**, **the New Mutants**, **the FF**, and **the Avengers**, regularly dominate the sales charts. There have been a lot of teams over Marvel's twenty-five years of history, teams both heroic and villainous—how many of the below are you knowledgeable about? No fair resorting to your own truck-sized collection to puzzle it all out, okay?

—Brian Nelson

Answers on page 31.

1. Two heroes associated with **the Avengers** have been married more than once; can you name both them and their spouses?

2. **Vola** and **Unam** are listed on the rolls of what select force?

3. What assemblage of super-powered heavies counts **Ann Darnell** and **Mike Steel** among its members?

4. **Thena** may have been leader of **the Eternals**, but even she has to call her mom once in a while. Who do those phone calls go to?

5. Speaking of relatives, **Alpha Flight** has held among its members a father and a daughter whose lives were upset by the death of a third, intimate family member. Can you identify all *three* of these relatives?

6. Something about sharing danger obviously brings team members closer together; which of **the Thunderiders** are man and wife?

7. Who are **Blanche Sitznski** and **Quincy McIver**, and what group provides them with health benefits?

8. One member of **the New Mutants** made her debut fleeing from a mob led by the man who had raised her; name her and her ill-tempered guardian.

9. One long-lost member of **the Liberty Legion** turned up not so long ago, leaving Earth to share outer space with the beautiful, enigmatic **Star-Dancer**. Who was he?

10. The hundredth issue of THE DEFENDERS featured eleven heroes on its cover, as bizarre a gathering of super-types as you could ask for. Can you recall all eleven?

11. What super-group employed as its lawyer high-powered attorney **Emerson Bale**?

12. **Iridia** and **Falcona** belong to what unique group of superhumans?

13. Name the Old West heroes who confronted **the Avengers** when they were sent back to the 19th century by the machinations of **Kang**.

14. In their battle against **Baron Karza**, **the Micronauts** received aid from an ex-astronaut who was gifted with the power of **Captain Universe**. Who was he?

15. In THE INVADERS' premiere, what was the code name of the German soldier who received an approximation of the Super-Soldier formula, making him a top weapon for the Axis forces?

16. While our minds are on the Big One, what wartime unit included **Sgt. "Yakkety" Yates** and **Private Jay Little Bear**?

17. What team of last survivors of their race debuted in MARVEL SUPER-HEROES #18?

18. What friend/foe of the original **X-Men** battled them with their own powers?

19. Who were the original members of **Batroc's Brigade**?

20. Which **FF** nemesis did *not* make his first appearance within the pages of FANTASTIC FOUR: **Galactus**, **the Wizard**, **Dr. Doom**, **the Hate-Monger**, or **Tomazooma, the Living Totem**?

X-TRA THE MUTANT REPORT X-TRA

VOLUME 2 "THE NEXT STEP IN NEWS EVOLUTION" NUMBER 8

CLAREMONT LEAVES NEW MUTANTS

What?! Chris Claremont leaving THE NEW MUTANTS? I've got to be dreaming!

Nope, it's real, all right. But Chris's many fans needn't worry; he'll be back in a few short months. In the meantime, filling in for THE NEW MUTANTS' writer/co-creator will be X-FACTOR and POWER PACK scripter Louise Simonson!

"Chris is really swamped with work. He needed a breather," Louise explains. "So he and NEW MUTANTS Editor Ann Nocenti asked me to take over."

Louise found it to be an offer she couldn't refuse. "All along, I had said that there were two books I would like to get my hands on—CLOAK AND DAGGER and THE NEW MUTANTS." Laughing, she adds, "I had told that to Chris in front of people, so I couldn't possibly turn it down now!"

Louise has always had a soft spot for the New Mutants. After all, she was the series' original editor and helped create the team. And besides, she loves writing about teenagers! "It's such a funny and passionate age ... writing about a bunch of teenagers can only be fun!"

Of course, the New Mutants have been through some major changes since Louise helped create the series. New characters have joined the team. Karma has "died," returned, and lost weight. And the team's co-leader, Dani, has become a Valkyrie! But the changes don't faze Louise. "I've been reading the book regularly," she says, "and a lot of it hasn't really changed. For instance, Rahne's still a shy, quiet critter and Sam's still noble and gawky."

Actually, a number of the New Mutants won't be appearing in Louise's stories because of developments coming up both in the pages of THE NEW MUTANTS and elsewhere. Warlock and Sunspot will be busy in the FALLEN ANGELS Limited Series. And as for Magma and Karma ... well, that would be telling.

Louise will be taking over THE NEW MUTANTS with issue #55 and continue through #60. Although her plans are still pretty tentative, she intends to set up a self-contained continuity which will span her six issues and climax in #59 or #60. "I want to focus individually on the different kids," Louise says. "One story I'm planning on is called 'Driving Wild.' In it, Sam is hanging out with wild rowdies in the rock world. He takes some kind of drug and then has to fight a menace, but he keeps screwing up because of the drug. A couple of the kids are hurt, and it builds to a major confrontation."

In addition, Louise intends to bring in villains from her other series. X-Factor's foe, Apocalypse, will be showing his ugly head, and there may be an appearance by one of the members of Trash, a team of young super-villains she recently created for POWER PACK.

And as if that weren't enough, Louise may even introduce a new New Mutant! She won't say too much about it, but it's probably going to be a boy with some sort of super strength.

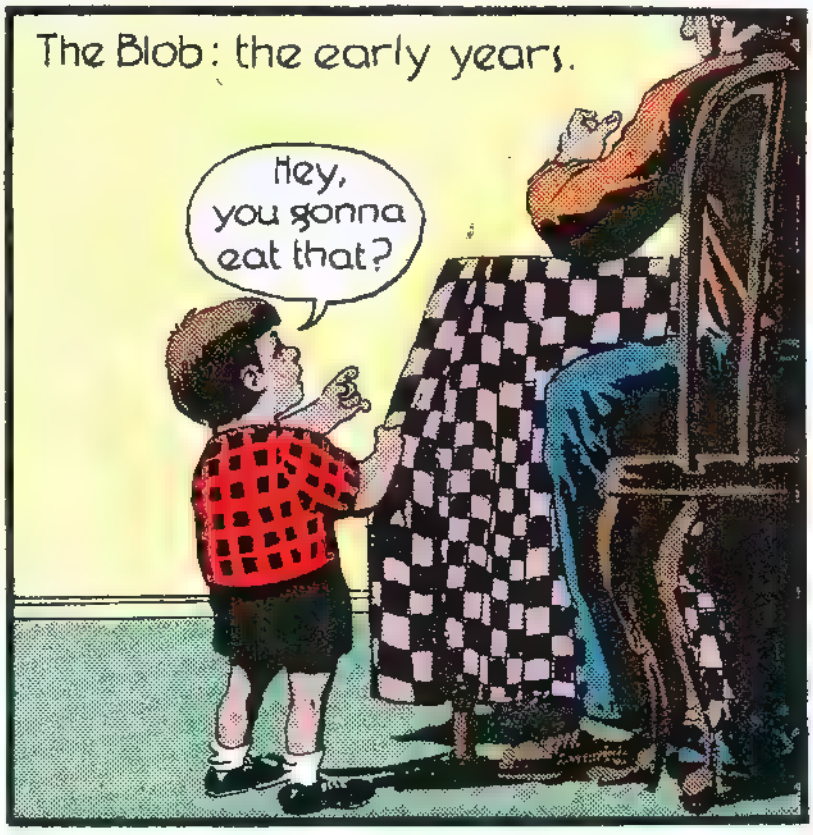
"I'm excited about writing THE NEW MUTANTS," Louise says, adding, "I hope I can do it as well as Chris Claremont!"

Judging from Louise's work on POWER PACK and X-FACTOR, she has nothing to worry about.

—Sholly Fisch

It's Genetic

by k. baker



EXPLORING THE new universe™

The "White Event." That's what they called it when the entire world was blanketed by an incredible—and apparently harmless—radiance. Was this "miracle" the catalyst for the events to follow, or just a strange coincidence in the world right outside your window—The New Universe?

A lot has taken place since the White Event, since **Ken Connell** *met a weird old man in the Pennsylvania mountains and* **Jenny Swensen** *donned her father's experimental armor, since* **Keith Remsen** *emerged from a coma and* **Emmet Proudhawk** *died bringing five young psionics together. In this New Universe time moves along as it does in our world, and reality—our reality—is the cornerstone upon which everything is built. As such, change is a major part of life in the New Universe. MARVEL AGE MAGAZINE talked to the editors and creators of the various New Universe titles and found out what's changing, what's evolving, and what's coming up.*

D.P.7™

"I'm not ever going to be able to relax—not till I know the Clinic's lost interest in us!"

D.P. 7 may have the shortest title in the New Universe line, but it also has the largest cast of main characters. D.P. 7 is about seven displaced paranormals trying to cope with their new-found abilities while attempting to remain free of the clutches of an organization known as **the Clinic**.

Written by **Mark Gruenwald**, drawn by **Paul Ryan**, and edited by **Ralph Macchio**, D.P.7 will continue to chronicle the story of these individuals, gifted with unknown and unwanted powers. In his spare time, Mark also writes CAPTAIN AMERICA and edits IRON MAN, the MARVEL UNIVERSE HANDBOOK, and the Avengers titles. Paul has lots of art chores to his credit, including the SQUADRON SUPREME Limited Series, where he first teamed up with Mark.

Mark took some time from his writing and editing duties to talk about the future of D.P. 7. "The Clinic, the place where the seven paranormals first met while trying to understand their powers, is finally going to get serious. The mysterious-powers-that-be at the Clinic send seven freelance mercenaries to hunt down and apprehend the paranormals one by one," Mark explained.

The mercenaries are normal humans, but the plan they have is apparently foolproof. Past attempts to capture the paranormals all at one time have failed time and time again. "The Clinic knows that it can't capture seven paranormals at once, especially seven who are working in tandem," Mark said. "So they devise a plan whereby the seven mercenaries team up to capture the paranormals separately."

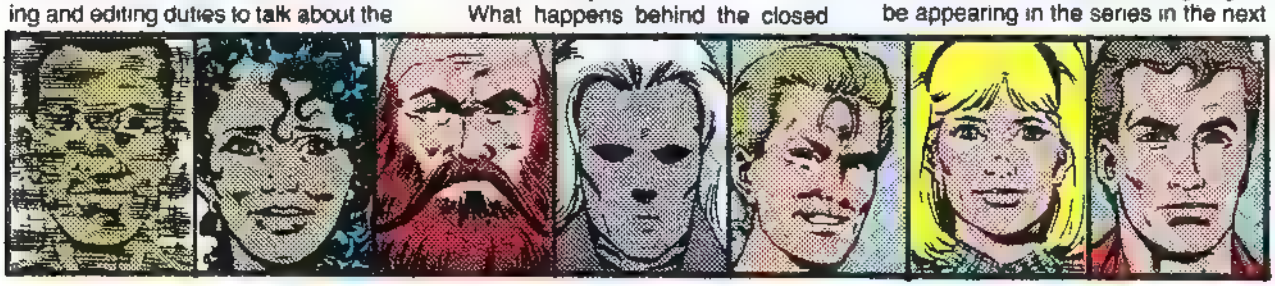
Does the Clinic's plan succeed? All too well! "We're working toward a final resolution of the Clinic storyline by issue #12," Mark added. "This resolution will involve the capture of a number of the paranormals and the subsequent attempts by those still free to rescue their teammates. This is the basic plot running through issues #7 through #12. I think readers will be surprised at how well the Clinic succeeds in its objectives."

What happens behind the closed doors and sealed walls of the Clinic is wholesale mental programming—mind rehabilitation, if you will—of the captured paranormals. Consequently, we'll get to see more of the Clinic and its practices. And we'll be introduced to more paranormals!

"D.P.7 is the third test group of paranormals run through the Clinic," Mark explained. "The first group of seven completed the Clinic's training program and currently works for them. the second and fourth groups are still in training at the Clinic's facilities. In addition, one of the uncaptured D.P.7 members meets still another group of paranormals that the Clinic is not aware of. Are they good or evil? Will they help rescue D.P. 7 or turn the fugitives in for a reward? That's another layer on the complex situation that's coming up."

The paranormals' powers are expanding, too—some dramatically—and they'll get new codenames to go along with these power alterations. Add to all of this jam-packed excitement a crossover with NIGHTMASK and you see why everyone involved is anxiously awaiting each issue of D.P. 7.!

With the changing powers and additional paranormals that are going to be appearing in the series in the next



few months, Mark thought it would be a good idea to explain just what a paranormal is. "With all the attention given to mutants in the Marvel Universe, I think it might be worth stressing that there is a significant difference between a paranormal and a mutant. This difference is at the root of many of our stories," Mark said. "A mutant is born with his powers and has his whole life to adjust to the idea. These abilities are a part of him, even before they manifest themselves. A paranormal, on the other hand, receives his powers long after birth. These powers are suddenly acquired with no chance to adjust or prepare. They aren't an integral part of the paranormal's make-up prior to their manifestation. We'll get into some of the paranormals' heads to look at just what this means to someone who spent his/her whole life just adjusting to being normal."

And for the next few months, D.P. 7 is going to be knee-deep in more than enough paranormals to explore all of these concepts.

PSI FORCE™

"Individually, you five cannot survive. The wolves will destroy you—and I can't prevent it. But together. . ."

PSI FORCE is the tale of five teenagers with psychic powers. They were brought together by Emmet Proudhawk, a psychic himself, who wanted to help them learn about their emerging powers and protect them from those who want to exploit them. He was killed by just such men shortly after accomplishing his initial goal and had to leave his young charges to fend for themselves in a hostile New Universe.

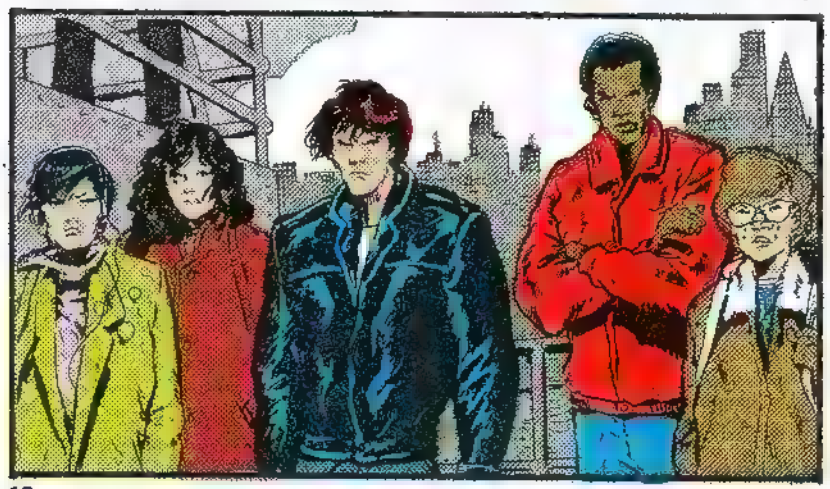
Editor **Bob Budiansky** is excited about the future of his New Universe series, PSI FORCE. "The regular creative team of writer **Danny Fingeroth** and artist **Mark Texeira** has some wild things planned for the months ahead," Bob said. Danny, the editor of MARVEL SAGA and an accomplished writer as witnessed by his recent outings in IRON MAN and the HOWARD THE DUCK Movie Adaptation, is taking PSI FORCE in a bold direction and enjoys working with Mark, whose previous art credits include the BUCKAROO BANZAI Movie Adaptation and THE SECTAURS series.

"The kids will be leaving the Sanctuary, the halfway house where Proudhawk brought them all together," Bob explained. "They feel compelled to leave because of the danger they present to the people around them. Let's face it, when governments, big companies, and who-knows-what special interest groups are after you, you became a constant danger to everyone in the general vicinity."

In the next few months we'll see the Psi Force on the run, moving from place to place around the country. On the road they'll get into adventures and they'll be pretty much on their own, with only each other to help them. And with all that's going to be happening, they're still going to have to figure out how to support themselves.

"There are people out there who know about Psi Force and there are others who are about to learn of them. These people will very often be trying to kill them or exploit them for their own purposes," Bob said. "Some consider Psi Force a threat, others consider them a resource. But whether they're politicians, industrialists, or foreign agencies, they all want the kids for something."

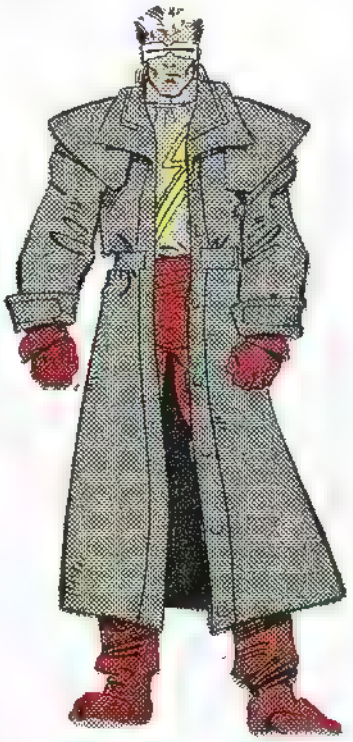
The strange and unknown entity called the **Psi-Hawk**—first seen when Emmet Proudhawk was killed—is going to be explored and further developed in upcoming issues. "We're going to see who or what the Psi-Hawk is, how the kids relate to it individually, and just what power—if any—the Psi-Hawk has over the group," Bob added. "There's a lot about to happen in PSI FORCE."



JUSTICE™

"My name is Tensen. Call me Justice if you prefer. But not J-Man—it's not respectful of the grade."

JUSTICE is the story of a man from somewhere else. Where? He doesn't remember. How he arrived on this different world is a blank. But he knows that he is **Tensen**, a keeper of justice and law on his own world, a world where good and evil are more clearly defined. But on Earth things are not so clear and shades of grey cloud his perceptions.



Here's the answer you've been looking for - MARK HAZZARD: MERC.

Beginning with issue #8, JUSTICE will have a new writer. **Roy Thomas** will join veteran artists **Geof Isherwood** and **Vince Colletta** in bringing Tensen's adventures in the New Universe to life.

Series editor **Michael Higgins** is pleased with the direction JUSTICE has been going. "Roy promises more of the same action that the readers have come to expect from JUSTICE, and he'll pick up the storyline that has already been set down," he said, "We'll find out more about Tensen, more about where he really comes from, how he got here, and what other

powers he possesses but has forgotten because of his memory loss. We'll learn more about his supposed adversary, **Damon Conquest**, and what part he plays in the events that have already transpired and those that are still to come."

Another aspect of the series' concept that Roy will explore is the effects of Earth itself on the justice warrior. Are the people and the culture of our planet corrupting Justice?

CODENAME SPITFIRE™

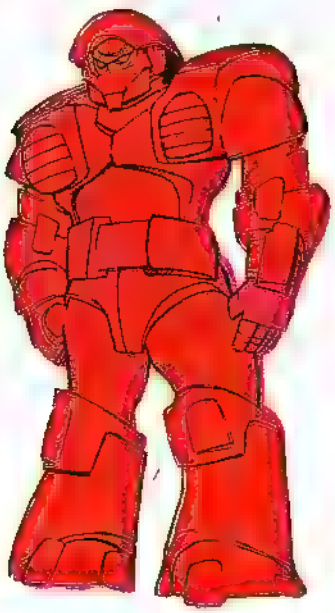
"More than a tool—the M.A.X. is a weapon! Maybe the deadliest weapon on Earth! But Dad built the suit to help people, not hurt them."

Look for lots of changes to happen in SPITFIRE AND THE TROUBLESHOOTERS. Professor Jenny "Spitfire" Swensen and her small group of M.I.T. students—the **Troubleshooters**—will find themselves in a growing web of conspiracy, terrorism, and government intervention

Long-time comic book writer **Cary Bates** is coming on board as the new regular scripter. He'll be adding his considerable talents to those of the series' artist, **Herb Trimpe,** who achieved artistic acclaim on THE INCREDIBLE HULK, G.I. JOE, and G.I. JOE SPECIAL MISSIONS.

"In the immediate future, the big news in SPITFIRE revolves around the Troubleshooters," editor **Bob Harras** said. A number of writers will be exploring in a group of stories the specific consequences of the Troubleshooters' clandestine, and often illegal, adventures. Tied in with this will be the fate of Jenny. She will leave M.I.T. under mysterious circumstances. And when that happens, the sinister Club takes an active—and for some lethal—interest in the lives of the Troubleshooters.

Gradually the series will take on an international tone which will ultimately be reflected in a change in title, CODENAME SPTIFIRE. How Jenny Swensen and a new advanced suit of Spitfire armor will function in the shadow world of global espionage is one of the many gripping conflicts which will unfold in the coming year.



STAR BRAND™

"Whether he meant to or not, the old man picked the right man! I've got the power, and I'm going to keep it—if I have to kick every butt in the universe!"

STAR BRAND is the story of a young man who has been given the most powerful weapon in the universe. It is a weapon that is coveted, feared, hated. And it comes with a heavy burden of responsibility that could make a lesser man crumble. . .

Editor Michael Higgins said that many things will be happening to Ken Connell and his friends in the next few months, but that the biggest thing happening in STAR BRAND is the arrival of Roy Thomas as the regular writer.

"I asked for the assignment," Roy said. "I felt that STAR BRAND was one of the most interesting comics in the New Universe. I really liked the way Jim Shooter set up the situation where Ken Connell has to work out how to use the Star Brand powers within a very human framework And I thought it would be fun to pick up where Jim left off and build upon what he created.

"Since there are a number of women who are important supporting characters in the series," Roy added, "my wife, **Dann**, will be working with me. She's a good writer herself and I thought with us working together on STAR BRAND, it would be a good way of developing interesting character situations "

Plans are still being made on what exactly will happen between Ken and the two loves of his life, **Debbie the Duck** and **Barbara**. But what can be said now is be on the look-out for the first STAR BRAND ANNUAL coming out this summer! Written by **Bobbie Chase**, penciled by **Rick Leonardi**, and inked by **Al Williamson**, it is a gripping tale of love, jealousy, international espionage, and murder in the Swiss Alps and where Ken Connell discovers that if he uses his Star Brand power, it could mean death to one he loves.

Nightmask™

"Dreams never used to bother me. Not even the worst nightmares. Not like this. 'Cause there's something in all this darkness and if you don't keep running or maybe even if you do it's going to find you."

NIGHTMASK is the story of Keith Remsen, a young man with the ability to enter the dream realm and affect other people's dreams. It all started with an explosion that killed his parents, crippled his sister, and plunged him into a coma from which it was feared he would never emerge. Then the White Event happened, and Keith recovered, complete with strange new abilities.

Editor Michael Higgins explained that there will be no major changes in the direction of the book. "Keith Remsen and his sister **Theodora** will continue to explore the dream realm and learn more about it—as well as more about Keith's powers—in the next few months," Michael said. "And besides the major stories and developments concerning the Nightmask persona, Keith and his sister will spend time working out their personal problems. It isn't easy being teenage orphans, after all."

The exciting news about NIGHTMASK is in the creative department. **Archie Goodwin**, a long-time Marvel writer and the editorial force behind the Epic comics line, will continue to provide scripts for the series. But the extra scoop is that writer Roy Thomas is making his long-awaited return to Marvel via the New Universe. And assisting him will be another creator whose career was launched at Marvel, artist **Keith Giffen**. Roy was one of Marvel's top writer/editors back in the '70's, writing everything from THE AVENGERS to Marvel's very first CONAN THE BARBARIAN stories. Roy is now ready to create some modern-day classics for the New Universe.

"Hazzard! Stop waltzin' with the girl and come on! I can't cover you forever! Hazzard!"

MARK HAZZARD: MERC is the story of a mercenary with a quirk. **Mark Hazzard** has a tendency not to leave the bird with the broken wing behind. This can lead to trouble in his line of business. And trouble usually means death.

Larry Hama is taking over the editorial reins of MARK HAZZARD: MERC. Known for his handling of Marvel's more gritty and realistic titles, Larry is excited about adding MERC to his group of titles. Part of the reason for that excitement is the creative team, artist **Gray Morrow** and writer **Doug Murray** whose front-line experiences in Vietnam give THE 'NAM its gripping verisimilitude.

"There will be some new developments in the life of Mark Hazzard," Doug explained. "Because of a falling out with his supporters, Mark will lose his Manhattan apartment and become a mercenary without a base of operations. He'll travel around, taking his trade to far away places. We'll see Mark Hazzard in Central America and

Central Europe in the upcoming issues, trying to resolve some inner conflicts and some jobs he's been paid to do."

These inner conflicts concern disagreements with Mark's partners. They're in it for the money, but Mark Hazzard has a tendency to see more than just dollar signs. "He may become a loner for awhile, trying to work for himself. He may become less affluent, but Mark Hazzard will be more true to himself," Doug added.

"Steve died because he got into trouble and had no one to turn to. I owe it to his memory to use the powers he gave me to help others like him."

KICKERS, INC. is all about the adventures of pro-football star **Jack Magniconte**, his teammates and the group they formed to help people in need. The little extra that sets them apart is Jack's phenomenal powers and heightened abilities, a gift from his now-deceased brother.

The series is evolving even as you read this. The first big change is that a new creative team is taking over the book. Writer **Terry Kavanagh**—best known as **Ann Nocenti's** assistant editor for the mutant titles—is teaming with artist **Rod Whigham**—whose work on G.I. JOE is legend—to chronicle the adventures of KICKERS, INC.

"Terry and Rod will have Kickers, Inc. become more involved with the government in the months ahead," explained series editor Michael Higgins. "Jack Magniconte and company are about to be saddled with more complicated cases, more earth-shattering events, and more trouble than ever before. If you thought their early adventures were something else, wait'll you see what's in store for them in upcoming issues. As they get to know themselves and their abilities as a team better, there will be very little that they won't try to take on."

And the football gridiron will heat up, too, as Jack's extra abilities come to light. Is it the end of the line for sports star Jack Magniconte when the football commission becomes aware of his powers? Keep watching.

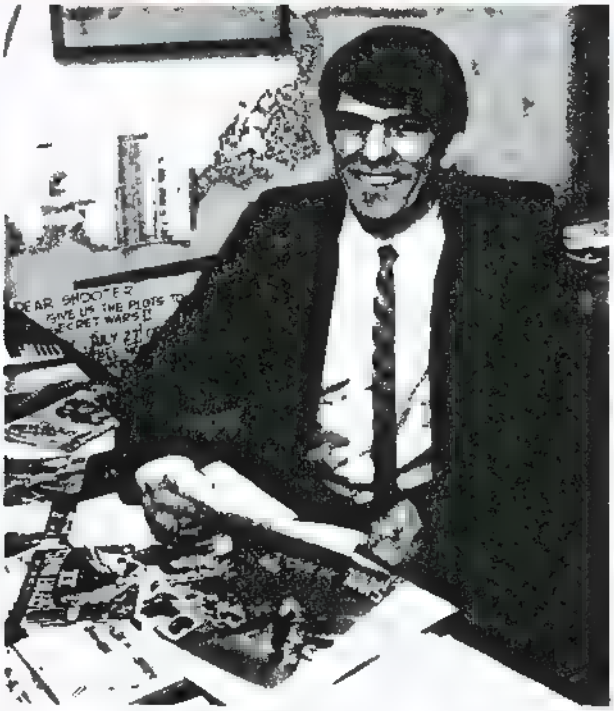
So that's what's new in the New Universe. And if you haven't yet ventured into it, what are you waiting for? As Bob Budiansky said, "The New Universe is an opportunity to do stories in a real world situation where real consequences occur. It's a very different way of doing comics."

Different. Special. The real world is the New Universe.

—Bill Slavicsek

STAN'S SOAPBOX

Rascally Roy Thomas returns.



Big Jim Shooter.

Happpp-py New Year, Heroes! Welcome to '87!

(Notice the sneaky way I make it sound as if I'm personally responsible for the date? I'm now working on a secret plan to get all the calendars to read "**Stan Lee** Presents" at the top of each month, although I regret to say they haven't yet gotten the message!)

Anyway, I'll have to disappoint those of you who have been bustin' to learn what my New Year's resolutions are. This year I'm not making any! And it's because of you! I don't want all of you Bullpen Boosters losing sleep night after night worrying if I'll keep my resolutions or not. I mean, you've got more important things to do—like keeping up with our latest Marvel masterworks!

And, speaking of Marvel (my all-time favorite subject, as you may suspect), I've got a sensational surprise to lay on you! One of the most titanically talented writer/editors of all, none other than my old pal and partner-in-pandemonium, **Roy Thomas**, will be hanging his hat at the blushin' Bullpen once again! Yep, our own peerless pundit of persuasion, Gentleman **Jim Shooter**, has pulled the neatest trick of the year by lassoin' Rascally Roy into the Marvel corral where he'll be cooking up some sensational new sagas for us!

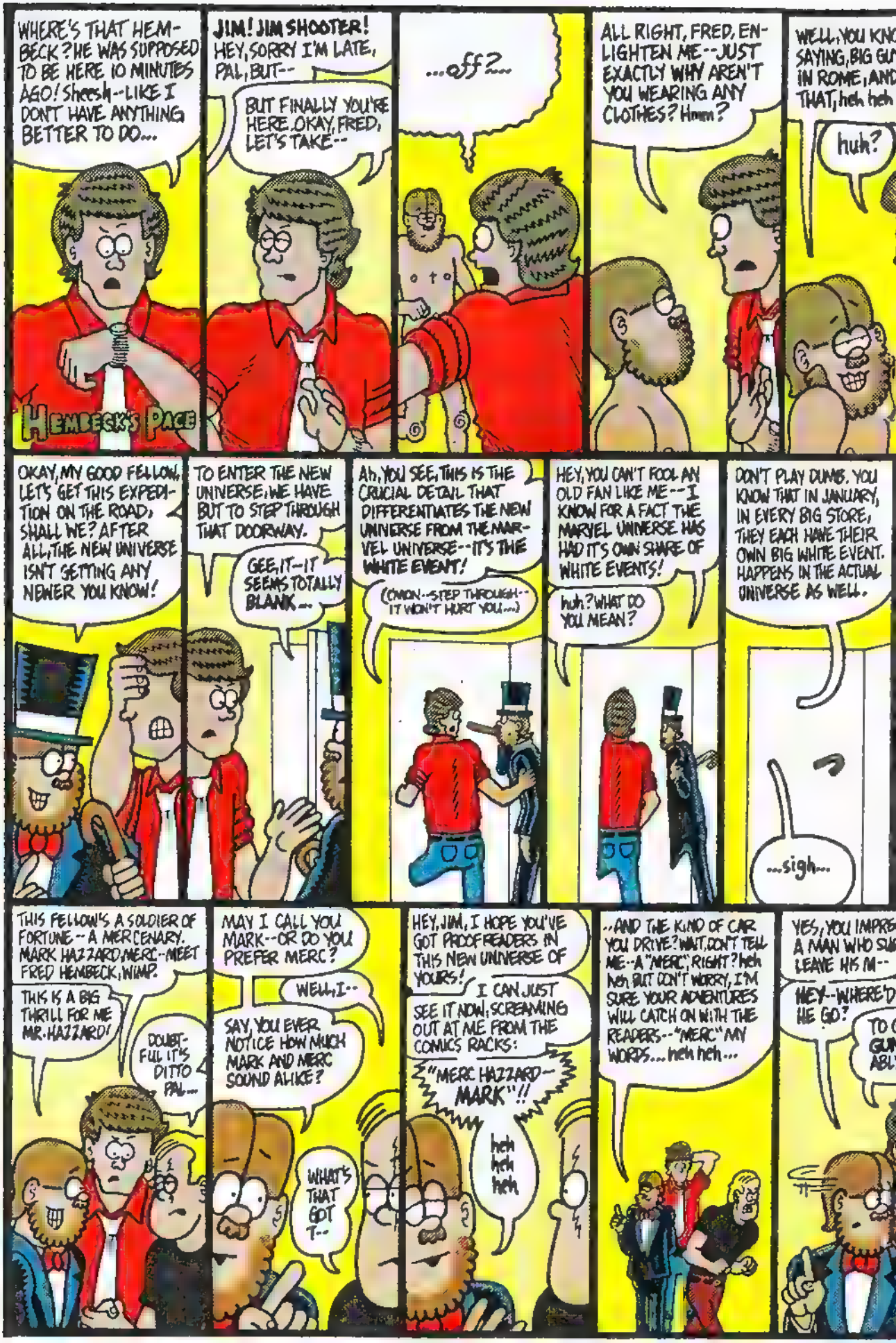
Y'know, when it comes to editors, I've always been far luckier than I deserve. A few years ago, when I left New York to help create Marvel's animation studio here in California, I had the rare good fortune to have ol' High-Pockets Shooter agree to take over the editorial chores for me. (The sonuvagun has done such a great job that I suspect they've since torn up my return ticket home!) And, some years before that, when I no longer had the time to write and edit most of our mellifluous mags, I was lucky enough to have the Rascally Mr. T. fill in for me. And what a job he did! It was Roy who brought CONAN to the attention of a panting, comic-reading public and who made a howlin' hit out of everyone's favorite barbarian. It was Roy who helped guide **the F.F.**, **the Avengers** and most of our other high-profile heroes to new heights of glory—just as it was ol' Jolly Jim Shooter, a few years later, who brought us SECRET WARS and THE NEW UNIVERSE among a zillion other innovations.

Hey! Speaking of innovations, wouldja believe that MARVEL AGE MAGAZINE itself is now 50 issues old? I don't wanna embarrass him, but let's hear it for **Slim-Jim Salicrup** and his MARVEL AGE Marauders! (Embarrass him? He threatened to pull the plug on my word processor if I didn't mention his mag's birthday in this column!) Scintillatin' Salicrup is another Bullpenner we can all be proud of. He started with Marvel a few years ago as an eager "go-fer" (just as I did a few centuries ago!) and now he edits this most praiseworthy of publications. And, in case you didn't know, he's also recently become editor of THE AMAZING SPIDER-MAN! Better be nice to 'im, hear? At the rate he's going, Jim'll probably take over the world by next year!

And, at the rate I'm going, there won't be enough pages in this ish to contain me, so I'd better call it quits. Just for old times sake, though, let me admonish you to hang loose, face front and keep the faith. 'Nuff said?

Excelsior!

Stan


WHERE'S THAT HEMBECK? HE WAS SUPPOSED TO BE HERE 10 MINUTES AGO! Sheesh--LIKE I DON'T HAVE ANYTHING BETTER TO DO...
HEMBECK'S PACE
JIM! JIM SHOOTER! HEY, SORRY I'M LATE, PAL, BUT--
BUT FINALLY YOU'RE HERE. OKAY, FRED, LET'S TAKE--
...off?...
ALL RIGHT, FRED, ENLIGHTEN ME--JUST EXACTLY WHY AREN'T YOU WEARING ANY CLOTHES? Hmm?
WELL, YOU KNO SAYING, BIG GU IN ROME, AND THAT, heh heh
huh?
OKAY, MY GOOD FELLOW, LET'S GET THIS EXPEDITION ON THE ROAD, SHALL WE? AFTER ALL, THE NEW UNIVERSE ISN'T GETTING ANY NEWER YOU KNOW!
TO ENTER THE NEW UNIVERSE, WE HAVE BUT TO STEP THROUGH THAT DOORWAY.
GEE, IT--IT SEEMS TOTALLY BLANK...
Ah, YOU SEE, THIS IS THE CRUCIAL DETAIL THAT DIFFERENTIATES THE NEW UNIVERSE FROM THE MARVEL UNIVERSE--IT'S THE WHITE EVENT!
(C'MON--STEP THROUGH-- IT WON'T HURT YOU...)
HEY, YOU CAN'T FOOL AN OLD FAN LIKE ME--I KNOW FOR A FACT THE MARVEL UNIVERSE HAS HAD IT'S OWN SHARE OF WHITE EVENTS!
huh? WHAT DO YOU MEAN?
DON'T PLAY DUMB. YOU KNOW THAT IN JANUARY, IN EVERY BIG STORE, THEY EACH HAVE THEIR OWN BIG WHITE EVENT. HAPPENS IN THE ACTUAL UNIVERSE AS WELL.
...sigh...
THIS FELLOW'S A SOLDIER OF FORTUNE--A MERCENARY. MARK HAZZARD, MERC--MEET FRED HEMBECK, WIMP.
THIS IS A BIG THRILL FOR ME MR. HAZZARD!
DOUBTFULL IT'S DITTO PAL...
MAY I CALL YOU MARK--OR DO YOU PREFER MERC?
WELL, I--
SAY, YOU EVER NOTICE HOW MUCH MARK AND MERC SOUND ALIKE?
WHAT'S THAT GOT T--
HEY, JIM, I HOPE YOU'VE GOT PROOF READERS IN THIS NEW UNIVERSE OF YOURS!
I CAN JUST SEE IT NOW, SCREAMING OUT AT ME FROM THE COMICS RACKS:
"MERC HAZZARD-- MARK"!!
heh heh heh
..AND THE KIND OF CAR YOU DRIVE? WAIT, DON'T TELL ME--A "MERC", RIGHT? heh heh BUT DON'T WORRY, I'M SURE YOUR ADVENTURES WILL CATCH ON WITH THE READERS--"MERC" MY WORDS... heh heh...
YES, YOU IMPRE A MAN WHO SU LEAVE HIS M--
HEY--WHERE'D HE GO?
TO GUM ABL

...W THE OLD ...--WHEN ...ALL ...ich...
HEY, THIS IS THE DAY YOU PROMISED TO TAKE ME ON AN EXTENSIVE TOUR OF THE NUDE UNIVERSE ISN'T IT?
!
NEW UNIVERSE, FRED, NOT NUDE UNIVERSE. I WAS GOING TO GIVE YOU A TOUR OF THE.. NEW.. UNIVERSE, UNDERSTAND? NEW. NEW, NOT NUDE. CAPEESH?
WELL, HERE IT IS, FRED --THE NEW UNIVERSE. LOOKS A LOT LIKE OUR OWN, DOESN'T IT?
WOW. IT REALLY DOES...
OH, AND LOOK, THERE'S THE STAR OF ONE OF OUR BOOKS, MERC.
WOW! I'VE WANTED TO MEET THAT GUY FOR YEARS!!
HEY, LET ME JUST TELL YOU HOW MUCH I ENJOYED YOUR SHOW AND HOW VERY VERY UPSET I WAS WHEN THEY TOOK IT OFF THE AIR!
huh? SHOW? WHAT SHOW? WHAT ARE YOU BABBLING ABOUT?
THERE IS ONE THING I'M STARTING TO WONDER ABOUT, THOUGH -- WHERE'S MINDY? WHATEVER BECAME OF HER? SHE DIDN'T RUN OFF WITH ORSON OR ANYTHING SORDID LIKE THAT, DID SHE?
THAT'S "MERC" YOU JERK!
NOT "MORK"!
oh SHIZBOT...
...SS ME AS ...EELY WILL
...ET A ...L, PROB- ...
oh.
THEN, uh, PERHAPS NOW WOULD BE AN OPPORTUNE TIME TO MOVE ON, DON'T YOU THINK?
WHO DO I MEET NEXT?
AND PLEASE-- THIS TIME, SOME BACK-GROUND FIRST.
WELL, I THOUGHT WE'D TRY TO FIND KENNETH CONNELL. HE POSSESSES THE POWER OF THE STAR BRAND.
WHAT SHOULD YOU KNOW ABOUT HIM? LESSEE, HE'S THIS REAL TALL GUY FROM PITTSBURGH WHO WIELDS INCREDIBLE POWER, AND I WRITE HIS ADVENTURES. OKAY?
GEE, D'YA THINK I SHOULD ASK THIS REAL TALL GUY FROM PITTSBURGH WHO WIELDS INCREDIBLE POWER IN HIS POSITION AS EDITOR-IN-CHIEF JUST WHERE HE GETS HIS IDEAS FROM?
...DAMN, WE'RE ...A... OUT OF ROOM ...NAME WHEN I PICK ...THE "OUR SF IN A ...TUBE" ISSUE, I'LL ASK HIM. BUT DON'T COUNT ON IT. BYE

FRED HEMBECK © 1987 Fred Hembeck.

There's two sides to every tale.

The magic of Dr. Strange.
The mystery of Cloak & Dagger.
Their stories continue each month in the new

STRANGE TALES™

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new universe™

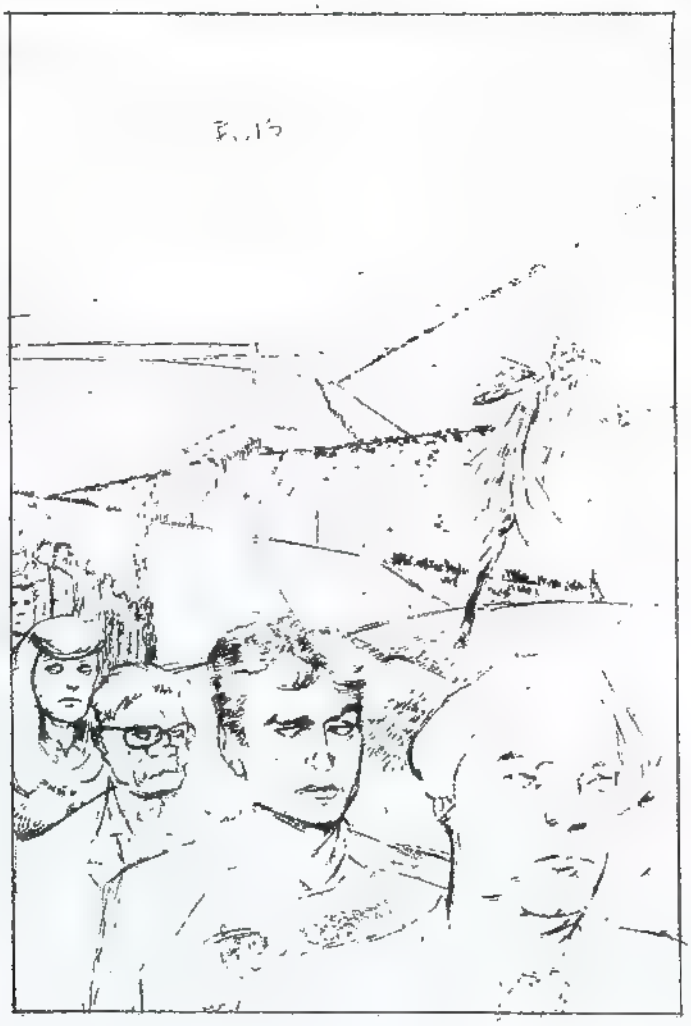
Part III

In issues 47 and 48 of MARVEL AGE MAGAZINE we presented behind the scenes illustrations and unpublished logo designs for the New Universe characters and titles. Here are more unpublished sketches and story sequences by artists **Tony Salmons**, **John Romita Jr.** **Geof Isherwood**, **Al Williamson** and **Joe Delbeato**. Even though these illustrations weren't used, they are still interesting because they show how artists — sometimes even the same artists — can have different visual interpretations of the same sequence.

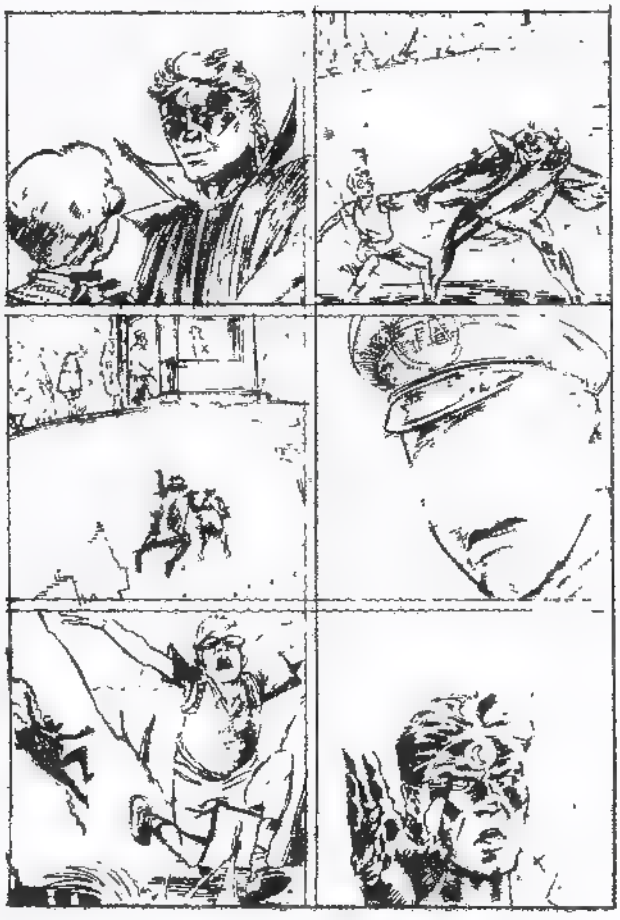
This is one interpretation of the event immediately preceding **Ken Connell's** receiving of the Starbrand powers. Penciled by John Romita Jr., and inked by Al Williamson for STARBRAND #1.

Words are not needed here to help explain how swift, deadly, and devastating a sudden burst of machine-gun fire can be. Penciled by Geof Isherwood and inked by Joe DelBeato for JUSTICE #1.

This first page of the opening sequence in NIGHTMASK #2 penciled by Tony Salmons shows NIGHTMASK editor **Mike Higgins** as the second person in the line leading to a deadly toll booth.

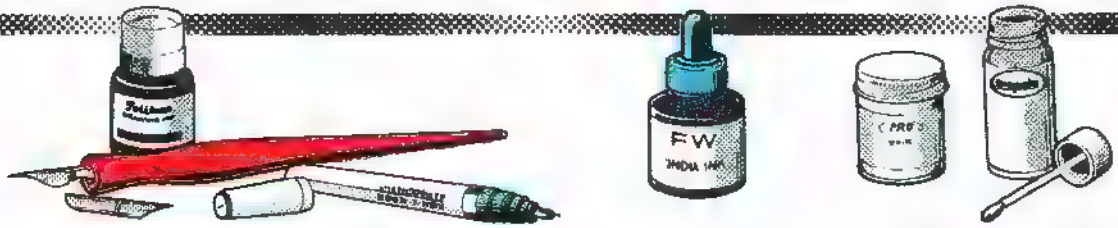


This is a character sketch of the villainous **Gnome**, nemesis of **Nightmask**, by Tony Salmons.



On these pages, pages 2 and 3 of the opening sequence to NIGHTMASK #2 by Tony, note how the action flows without the aid of words.

20 QUESTIONS



In digging through the mountains of mail that come in here at Marvel every day, we see a lot of the same questions coming up pretty often. There's no way we could answer all the letters individually, and we don't want to leave any loyal Marvelites in the dark, so we've come up with this little feature. Here are the twenty most frequently asked questions we get here at Marvel, along with the awesome answers!

1

Q. Where can I find back issues (or other comics-related material, like the ORIGINS OF MARVEL COMICS books)?

A. First, you're gonna have to find a comic book specialty store, which isn't as hard as it sounds. A lot of them advertise in our books, and we list some in the Marvel Super Mart feature you'll find in most Marvel comics. Or you could look in your local Yellow Pages under "Magazines"—Back Number," "Books," or "Collectibles."

Also, there are a number of *mail order* businesses that sell back issues—many of which advertise in Marvel comics. And back issue dealers are one of the main attractions at any comics convention—so keep an eye peeled for them!

2

Q. How much are my comics worth?

A. It's hard to say. Any collectible is worth whatever one person can get another to pay for it. There's a book about comics prices that comes out every year, called THE COMIC BOOK PRICE GUIDE, by Robert Overstreet—this year's edition is a tribute to Marvel's 25th anniversary. The GUIDE can help you get a rough idea of your comics' value. But remember, it's only an estimate of what comic book dealers are asking for comics, not a hard-and-fast price list.

3

Q. Can I order comics (aside from subscriptions), books, T-shirts, posters, etc. directly from Marvel?

A. Sorry. It takes so much of our time just getting our regular series out and handling subscriptions that we don't have time to do anything else. But there are a lot of companies that do make and sell comics-related material, and they often advertise in our comics. Your local comic book specialty store is a good place to find this kind of thing, too.

4

Q. How can I join the Marvel fan club?

A. If you're reading MARVEL AGE MAGAZINE, consider yourself a member! That's the closest thing we have to an "official" fan club. There are, however, lots of clubs organized by our fans, and there's probably one in your area.

5

Q. Can I have Chris Claremont's (or Walt Simonson's, or Jim Shooter's, etc.) address so I can write to him?

A. To write to any of your favorite comics creators, just write to them here, and we'll make sure the letter gets to them. The address should look like this:

CHRIS CLAREMONT (or whomever)
c/o Marvel Comics
387 Park Avenue South
New York, NY 10016

6

Q. Can I have Jim Shooter's (or John Romita's, etc.) autograph?

A. Sure! Just write to them, as described above, and ask! You'll want to include a stamped, self-addressed envelope, though. That'll make it easy for them to send the autograph right back to you.

7

Q. Could you give me some information about your Saturday morning TV shows?

A. We often run news about our Marvel Productions shows, as well as our movies and other Marvel projects, in the Newswatch section of MARVEL AGE MAGAZINE. And with Stan Lee's Soapbox in MARVEL AGE MAGAZINE, there'll be even more-up-to-the-minute news about all our West Coast activities.

8

Q. How can I get information on Marvel's British publications?

A. Just write to 'em and ask! Their address is

MARVEL COMICS LTD.
23 Redan Place
Bayswater, London W2 4SA
England

9

Q. How can I subscribe to a Marvel comic?

A. Look for a subscription ad in just about any Marvel comic. If you can't find one, look in that block of tiny type at the bottom of the splash page of the comic you want to subscribe to. It'll tell you the subscription price, and the ad-

dress to write to. Just make sure to mark your envelope 'Subscription Department' somewhere on it, okay?

Q. I have a problem with my subscription. Can you help me out?
A. Of course! Send any problems, requests, address changes or whatever to:

SUBSCRIPTION DEPARTMENT
Marvel Comics
387 Park Avenue South
New York, NY 10016

Q. How can I get a copy of THE OFFICIAL MARVEL COMICS TRY-OUT BOOK?
A. If you can't find THE OFFICIAL MARVEL COMICS TRY-OUT BOOK in a comics shop or bookstore near you, you can order it from us. Just send $12.95 in check or money order (please don't send cash) to:

DEPARTMENT T
Marvel Comics
387 Park Avenue South
New York, NY 10016

Q. How can I enter the Marvel Try-Out contest?
A. Well, the contest is over, but that doesn't mean we won't look at your samples. Just complete the section of the Try-Out book that you're interested in, or put together your own samples, and submit it according to the guidelines below.

Q. How do I submit my work to you?
A. Complete guidelines to submissions are printed in THE OFFICIAL MARVEL COMICS TRY-OUT BOOK, and often run in the New Talent Department in MARVEL AGE MAGAZINE. But here's a brief recap.

WRITERS—send brief plot synopses, one or two typed pages long, for single-issue stories featuring Marvel characters.

PENCILERS—send copies of two to four pages featuring panel-to-panel continuity, drawn in pencil on kid finish Bristol board (your pages should be drawn at 10' × 15'). Concentrate on showing that you can tell a story, and show a variety of situations: Super hero action, ordinary people interacting, normal scenes and fantastic surroundings.

INKERS—first you'll need some penciled artwork to ink (the best place to find this is THE OFFICIAL MARVEL COMICS TRY-OUT BOOK). It should be inked in India ink on kid finish Bristol board. Send copies of both the inked pages and the uninked pencils. Two to four pages is fine.

LETTERERS—your lettering samples should be about one and a half times the size it would get printed at. Your lettering should be in India ink on Bristol board, and should show dialogue, sound effects and title lettering.

COLORISTS—coloring is a very complicated process to explain, and without THE OFFICIAL MARVEL COMICS TRY-OUT BOOK, there's no easy way to describe it. If you can find a copy of MARVEL AGE MAGAZINE #13 at a comic book shop, there's an article that will explain it pretty well.

Remember, send photocopies only! And your samples should be accompanied by a stamped, self-addressed envelope, so we can return your samples to you. The place to send submissions is:

Submissions Editor
Marvel Comics
387 Park Avenue South
New York, NY 10016

Q. What kind of special schooling do I need to become a Marvel artist, writer, colorist, etc.?
A. Just be great, that's all we ask. Seriously, there are no special qualifications to work at Marvel, aside from doing the job well. Many Marvel creators have gone to art school, or taken writing courses, others have learned on their own. The most important things are determination and constant practice.

Q. How do I got about getting an appointment with you to have you look at my work?
A. The best way to go about it is to send your samples by mail. Remember, the best way to show us you can do great stuff is to *do* great stuff —and then show it to us!

Q. Can you give me pointers on my work?
A. Not specifically, no. But the New Talent Department in MARVEL AGE MAGAZINE can help. Look at the artwork or writing samples we print there, and try to think of what you do similarly or differently. Then read the comments by editors and artists, and see how they relate to your own work, whether you're making the same mistakes, or if there are things you can do to make your work clearer.

Q. Why didn't I get my submission back?
A. Did you include return postage? D you put your name and address on your samples (it's best to put your name and address on every page)? If we don't know where to send your samples, we can't send 'em back.

Q. Where can I get a Spider-Man (or Daredevil, or Captain America, etc.) costume?
A. The only ones we know about are the Ben Cooper Halloween costumes, which are available most anyplace that carries Halloween costumes. If these aren't quite what you're looking for, the best we can come up with is to suggest you contact a costume store However, specially-made costumes (like the ones you see our characters wearing on TV or in movies) are hard to make and extremely expensive.

Q. Here's a new character for you. Can you put him in THE X-MEN (or THE AVENGERS, etc.)?
A. To be honest, it's not likely. When we do a new character, we want the person who understands that character best to handle it. So it's much more likely that a writer or artist who works on the series that will be introducing the new character will create the character. So the best way to create a new character for Marvel is to first become a writer or artist for Marvel, and then propose the character.

Q. What's a No-Prize?
A. A No-prize is just that—no prize. It's just our way of granting recognition to someone who spotted an apparent goof in one of our comics, and then explained why it wasn't *really* a mistake.

And that's twenty!

—*Len Kaminski* and *Kurt Busiek*

NEW TALENT DEPARTMENT

OFFICIAL MARVEL COMICS TRY-OUT

CONTEST WINNERS VISIT MARVEL

You remember THE OFFICIAL MARVEL COMICS TRY-OUT BOOK, right? It brought together in one handy, large-size volume everything that an aspiring comic book writer, penciler, inker, letterer, or colorist needed to know to become a professional. Well, the popularity of our TRY-OUT BOOK was so strong that shortly after it came out we announced the OFFICIAL MARVEL COMICS TRY-OUT CONTEST in which the winners of all the different categories would be teamed together to produce a special full-length story! Those winners were Writer: **Chuck Duffy**, Penciler: **Mark Bagley**, Inker: **Doug Hazelwood**, Letterer: **Robin Riggs**, and Colorist: **P. Jeanine Pasda**. And their story is a special Spider-Man adventure called "Personals."

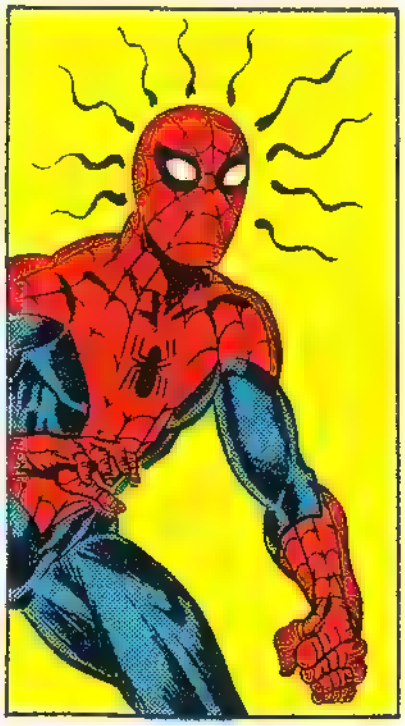
As part of their winnings, Marvel recently brought Mark and Doug up to New York City on an all expenses paid visit to meet the editors and other creative people, and to learn more about how comics are produced. As Submissions Editor, and editor of the TRY-OUT CONTEST comic, **Howard Mackie** explained, "We are trying to make this project as much a learning experience as possible for these people."

And how has it been for Mark and Doug? They eagerly took the time to tell us a little about themselves and their visit.

"I've been drawing since elementary school," Doug said. "And I always thought I would be a comic book artist. When I was active in fandom, I saw more and more of the guys who were my peers becoming pros. So I thought that if I kept at it, one of those people would eventually be me. I entered the contest and soon forgot about it. I was really surprised when I discovered I had won."

Mark, who had been drawing since he was eight years old, said, "I've been seriously trying to break into comics ever since I got out of art school in 1980. I entered the contest not really expecting to win. When I did, I was happy because I saw it as a great opportunity.

"So far we've talked with the editors and showed them our samples," Mark added. "Today we had lunch with John Romita Sr. which was really fun. John showed us around the Romita's Raiders department and we did some art corrections work which was really interesting."



"I've been getting pointers here and there," Doug said. "Often I can be too faithful to the penciler's pencils, especially when he has a strong style. Sometimes I outline the figures and don't think of how things could look more three-dimensional."

As for heroes they would eventually like to illustrate, Doug was quick to say, "The Hulk. I always liked the older versions of the Hulk and I'd like to ink him with that in mind."

"I'm actually ready to do anything, preferably something that would give me a chance to do different body-types," Mark said.

On their overall impression of Marvel, were there any surprises? "Visiting Marvel was basically what I expected it to be," Mark said. "We'd both seen the recent television things on Marvel." "Yeah," Doug added. "If it hadn't been for them, I would have had a different conception of Marvel."

Howard Mackie stated that he's made sure that each of them had time to talk to every editor. "I wanted them to get as much feedback as possible," he said. "Editor Larry Hama, for instance, is also an artist and he can accurately gauge how far away someone is from getting real work. Larry spent a couple of hours with Mark and Doug and was impressed with both of them. Now maybe one of the editors will remember Mark or Doug when he needs a penciler or an inker to illustrate a story and give them a call."

From the look of the art on these pages, taken from the "Personals" story, that call shouldn't be long in coming!

—Dwight Jon Zimmerman

THE MARVEL AGE

1974
PT. I

Well, I don't know about you, but I'm sure excited. Why? Because in this installment, we're going to take a look at some of my favorite comic book stories of all time! So without any further ado . . .

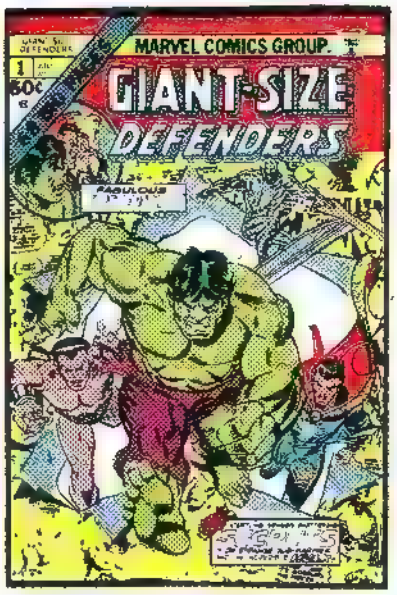
1974 saw the debut of a new line of Marvel comics: a line of 68-page, giant-size specials—and I do mean special! The first to appear were GIANT-SIZE SUPER-HEROES (featuring **Spider-Man**) and GIANT-SIZE SUPER-STARS (with the **Fantastic Four**), soon to be replaced by giant-size comics dedicated exclusively to each of Marvel's most popular titles. GIANT-SIZE SUPER-STARS kicked things off with what has to be the strangest **Hulk** vs. **Thing** battle of all! **Bruce Banner** had gone to the Baxter Building in the hope that **Reed Richards** could cure him of being the Hulk. Reed wasn't home, though, so the Thing showed him one of Reed's latest efforts, a psi-amplifier. Bruce modified the device and tried to use it to cure both the Thing and himself. But the stress became too great for Bruce, and with the process at a critical level, he turned into the Hulk . . . or did he? The psi-amplifier switched the Hulk's and the Thing's minds, so that each now occupied the other's body! And when the rest of the FF showed up, they took on the "Hulk," not realizing he was their teammate! Fortunately, Reed figured it all out in time, and everything was restored to normal. Then, as the series became GIANT-SIZE FANTASTIC FOUR, the FF's mailman, **Willie Lumpkin**, stumbled into the time machine the FF had captured from **Dr. Doom**. And as he sailed back in time, he managed to change history! **The Watcher** sent the FF back to right things, and once Ben and **Medusa** (remember, **Sue Richards** had left the FF at this point; more on that later) fixed things in the 1920s and Reed and **Johnny Storm**, a.k.a. the **Human Torch**, saved **George Washington** from the British in the 1700s, they found themselves up against **Tempus**, the lord of a dimension outside time. They made short work of Tempus, and once again, it looked as though things might settle down to normal. But for the FF, "normal" included a battle with the **Four Horsemen of the Apocalypse**: **War**, **Famine**, **Pestilence**, and **Death**! The Horsemen turned out to be aliens who'd come to conquer Earth, but the FF proved that with teamwork, they could even cheat Death!

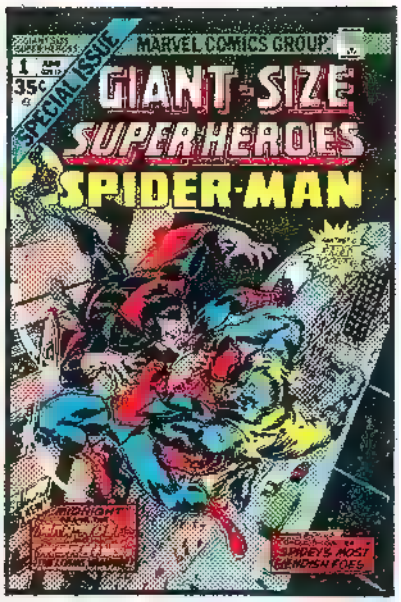
Meanwhile, GIANT-SIZE SUPER-HEROES featured villains that were every bit as frightening as the Horsemen! **Morbius the Living Vampire** decided that he needed help to gain access to an experimental blood transfusion machine. So he exposed astronaut **John Jameson** to a stone which John had brought back from the moon, and John once more became the maniacal **Man-Wolf**! **Spider-Man**

drove off the monstrous pair, little realizing that an even more fiendish monster waited in the pages of GIANT-SIZE SPIDER-MAN #1—namely a Count called **Dracula!** With **Aunt May** seriously ill, Spidey borrowed a plane from the FF and flew out to the cruise ship where **Dr. A.J. Maxwell** carried her new flu vaccine. But he didn't know that other people were also interested in it; a gang wanted to hold the vaccine for ransom, and Dracula wanted to destroy the flu vaccine, fearing that it would interfere with his own plans. Spidey beat the gang (with some unwitting help from the Lord of Vampires) and brought the doctor and the vaccine back to New York, but surprisingly, Spidey and Dracula never even met during the adventure! In the next issue, though, Spider-Man would encounter his guest star all too vividly as the legendary **Dr. Fu Manchu** duped the wall-crawler into a pitched battle with **Shang Chi, Master of Kung Fu!** Luckily, the pair realized what had happened before they did too much damage, and they teamed up to put an end to Fu Manchu's evil plans.

While Spider-Man was encountering new menaces, **the Defenders** faced perils from their pasts in the pages of GIANT-SIZE DEFENDERS. It began when **Dr. Strange's** disciple, **Clea**, tried to let the **Valkyrie** see some of her colleague's past adventures. But what Clea didn't realize was that the spell she chose didn't just reveal the past—it made it live again! The Hulk, **the Sub-Mariner**, and Dr. Strange found themselves up against mystic versions of space capsules, Nazi warplanes, and the sinister sorcerer **Rasputin!** Together, the trio beat their foes, but their next battle wouldn't be nearly as easy. Dr. Stranges old enemy, **Asmodeus** (who'd died sometime before), lured the Hulk down into Hell! And the Defenders (accompanied by **the Son of Satan**) had to go down to rescue him! Hell was filled with illusions aimed at reducing the Defenders to abject despair, but the Defenders helped each other to overcome their despair and defeated Asmodeus.

While the past played a large role in GIANT-SIZE DEFENDERS, dramatic changes were taking place in the present in GIANT-SIZE CREATURES, thanks to writer **Tony Isabella** and artists **Don Perlin** and **Vince Colletta**. When **Hydra** agents fatally wounded **the Cat**, the heroine's mentor, **Dr. Tumolo**, took action. It seemed that Dr Tumolo was actually one of a race of cat people who'd long hidden from humanity. And the only way to save the Cat was to make her one of them! Through a mixture of science and magic, they turned the Cat into the cat-woman **Tigra!** With the help of the





cat people and a certain **Werewolf by Night**, Tigra stopped Hydra's evil plans. But things weren't quite that simple; it seems that the Werewolf had fallen in love with Tigra! Luckily, he lost interest once she used a mystic ring to temporarily change back to human, but Tigra's love-life problems were far from over, as any WEST COAST AVENGERS reader can attest.

And speaking of **the Avengers**, specifically the group on the east coast, some of the biggest stories of the year were turning up in GIANT-SIZE AVENGERS! It began when an elderly super-speedster broke into Avengers Mansion. It took the combined might of some of the most powerful Avengers to stop him, and when they finally did, he turned out to be **the Whizzer**, one of the greatest heroes of the Golden Age! The Whizzer had married his **All-Winners Squad** teammate, **Miss America**, in the late '40's and had a son. But thanks to his rather unusual parents'

MARVEL COMICS PRICE GUIDE

If you're interested in picking up any of the issues featured in this article, here's what you can expect to pay at your local comics specialty shop. Our source is **Robert Overstreet's** *The Comic Book Price Guide* #16. But remember, this is only a guide, actual prices may vary, and they should be even lower for copies in fair or poor condition.

	CONDITION		
	Good	Fine	Mint
■ **AMAZING ADVENTURES**			
22–27		.30	.60
■ **ASTONISHING TALES**			
23–24		.25	.50
25 (1st **Deathlok**)	.35	1.10	2.20
26–28		.50	1.00
■ **GIANT-SIZE AVENGERS**			
1	.70	2.00	4.00
2 (**Death of Swordsman**)	.40	1.20	2.40
■ **GIANT-SIZE CREATURES**			
1 (1st **Tigra**)		.30	.60
■ **GIANT-SIZE DEFENDERS**			
1	.50	1.50	3.00
2		.50	1.00
■ **GIANT-SIZE FANTASTIC FOUR**			
2–3	.50	1.50	3.00
■ **GIANT-SIZE SPIDER-MAN**			
1	.50	1.50	3.00
2	.25	.75	1.50
■ **GIANT-SIZE SUPER-HEROES**			
1		.40	.80
■ **GIANT-SIZE SUPER-STARS**			
1		.50	1.00

exposure to an atomic reactor, the son had been born a radioactive mutant! He'd been put into suspended animation for his own protection, but now he escaped! While the Avengers subdued the tragic mutant (newly christened **Nuklo**), **the Scarlet Witch** made a shocking discovery—it seemed the Whizzer was her and her brother **Quicksilver's** father! (Of course, we now know that he was only their foster father, their real father is a certain white-haired mutant master of magnetism whose name starts with M.) The second issue featured its share of revelations, too, as the Avengers' old enemy **Kang the Conqueror** sought to marry **the Celestial Madonna**, knowing that her husband would be the most powerful man in the universe. And the Madonna turned out to be **Mantis**! The Avengers opposed Kang with an unusual ally at their side—Kang's future-self, the Pharaoh **Rama-Tut**! The tale ended tragically, though, as the **Swordsman** sacrificed his life to save Mantis, the woman he loved.

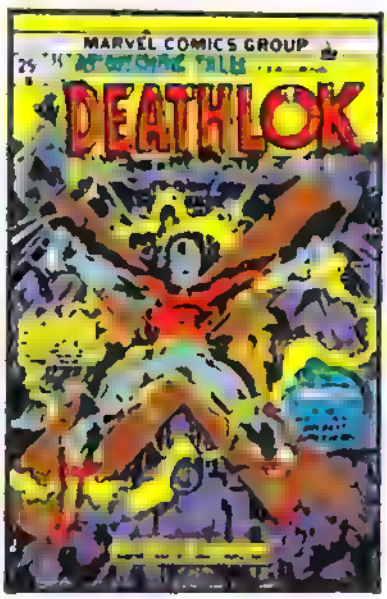
Incidentally, I can't leave GIANT-SIZE AVENGERS without mentioning the Golden Age story which was reprinted in the first issue. Starring **Captain America, the original Human Torch**, and the Torch's sidekick **Sun Girl**, it revolved around a madness ray which was being beamed at Earth by creatures from the planet Jupiter. The Torch flew for hours until he reached Jupiter. Once there, he destroyed the source of the ray, but the strain of the trip took its toll. As he reached Earth's upper stratosphere, his flame went out and he plummeted to the ground! But just as it looked as though nothing could save the Torch, Cap caught him and the Torch survived unharmed.

And now, the spotlight turns from the Golden Age to the not-so-far-flung future as seen in the pages of AMAZING ADVENTURES and ASTONISHING TALES! AMAZING ADVENTURES continued to portray the adventures of **Killraven** as his band of rebels defied the reign of the Martians who ruled Earth in the year 2019. They fought a bizarre variety of foes, ranging from **Abraxas the Human Squid** and the half-man-half-rat **Rattack** to the sinister **Skar** and **Pstun-Rage the Vigilant**, who dedicated his life to protecting his "treasure" of old breakfast cereals! And through it all, the menacing **Martian High Overlord** was a constant threat. But AMAZING ADVENTURES' biggest news of the year wasn't anything in any of the stories. It was the arrival of penciler **P. Craig Russell**! Craig's delicate yet powerful style and fine feel for both science fiction and swashbuckling fantasy made him the perfect artist for Killraven, and he would become the artist most closely associated with the series.

While Killraven roamed the 21st. Century, **It the Living Colossus** was replaced in ASTONISHING TALES (after a pitched battle with the giant dragon/martial artist **Fin Fang Foom**) by a new series set in the future world of the 1960s! Creator/artist **Rich Buckler** and scripter **Doug Moench** told the story of a soldier who'd been turned into a cyborg killing machine controlled by a computer in his chest. But the cyborg's human mind rebelled, and he turned against the evil men who created him. And so the cyborg took to the streets as **Deathlok the Demolisher**, forced to kill both friends and foes in order to survive!

Oh, no! We're out of space already, and we haven't even looked at the CAPTAIN AMERICA **Secret Empire/Nomad** story or THE AVENGERS' epic battle with **Zodiac** or the climax of CAPTAIN MARVEL's war against **Thanos**! I guess we'll just have to cover them next time. So be here in thirty days. I certainly will!

—Shelly Fisch



Give Me Letters
—or—
Give Me Death

Send your letters to MARVEL AGE MAGAZINE, c/o Marvel Comics Group,
387 Park Avenue South, New York, New York 10016

Greetings and felicitations! The hard-hitting title for this month's column was taken from a long list sent in by Patrick Wyett of Independence, Missouri. Thanks, Pat!

Before we go on to our letters, we'd like to remind everyone to send us your suggestions for letters page titles! We need a new one every month, and if you don't help us, we won't know what to call the column. You wouldn't want your batty Bullpen caught in that kind of a fix, would you?

Dear MARVEL AGE MAGAZINE,

Let me offer my congratulations to everyone at Marvel on its 25th anniversary. I've been a regular customer since I was six (in 1966, so in a way, I grew up with Marvel) and it's been a real pleasure for me to see how well the comics industry has aged (thanks mostly to **Stan Lee's** revitalization of the medium in the sixties).

I've been a **Captain America** fan for just as long, and I really enjoyed the continuity implants of Cap's war adventures in THE INVADERS a few years ago. Isn't there anyone on your staff who's interested in chronicling further "Golden Age" adventures?

How about a mini-series spotlighting some of your other Golden Age heroes, such as **The Fin, The Blazing Skull**, the original **Vision**, the original **Angel, the Destroyer**, et al.? Or let's find out whatever happened to them, say, in the pages of CAPTAIN AMERICA? How about bringing back the **Invaders**? And give **the Sub-Mariner** his own book again—he is, after all, your company's oldest character.

Again, my best wishes for continued success—and my thanks for years of reading pleasure.

Abelardo D. Flores
3292 So. dau Dr.
San Diego, CA 92154

It doesn't seem like there are any Limited Series for these characters on the horizon, Abelardo, but as for them appearing in the pages of CAPTAIN AMERICA, well, we passed your idea on to CAP editor Don Daley, and who knows where they may turn up!

In the meantime, check out the recent issues of the X-MEN for Chris Claremont's treatment of some *original* Golden Age, World War Two heroes—the Supersoldiers! Among them are the Crimson Commando, the Super Saber, and Stonewall—look for them—we hope this will help your craving for Golden Age characters!

Dear **Starfox**,

I'm a big fan of yours, and I've always wondered why those guys at Marvel never gave you your own comic. So I got thinking and came up with a brilliantly devious plan: We take over MARVEL AGE MAGAZINE!! I've got the whole issue laid out. First we hold the MARVEL AGE staff hostage and break into their printing headquarters at night. The comic itself would simply be titled STARFOX'S COMIC and would feature great columns like Starfox's Coming Attractions, More Starfox Coming Attractions, Starfoxwatch, The Starfox Report, The Starfox Soapbox, Starfox's page, and the Starfox Age 1986. Also, as a name for the letter column, how about "Letters to Starfox"?

What if . . . we were going to do some more issues of WHAT IF . . . ? Well, we are, Eric, in the near future! The reason for the delay is that sometimes we have to wait for just the *right* idea to come along. Well, it seems as though it *has!*

Look for Dr. Doom and the Silver Surfer to be in the pages of a new issue of WHAT IF . . . ? And check the pages of MARVEL AGE MAGAZINE for the latest scoop on when you will be seeing it on the stands!

Dear MARVEL AGE MAGAZINE,

I just finished reading MARVEL AGE #43 and I especially liked the *Howard the Duck* article. Being a Howie fan, I would like to see Howie back in a series. As for the Mutant Massacre, there seems to be a lot of killing going on in the Marvel Universe. The Scourge is killing all of the criminals and the Marauders are trying to kill all of the mutants. Who is going to be left?

I enjoy your magazine every month. It is good to be prepared for any and all bombshells that the Marvel team may have waiting for us—and they have one at least every month!

The New Talent Department is a great way for young artists and writers to be recognized.

The Marvel Age is a good way to look back to the past in a short concise way.

Until Howard the Duck smokes filter-tipped cigarettes, Make Mine Marvel. (Notice I didn't beg you to print my letter, but if you did I would be happy.)

Michael Murphy
Bronx, NY 10470

Aren't you happy you didn't beg, Mike?

Every month we pick one letter that stands out because it's either funny, or incisive, or heartfelt, or whatever and present it here, special-like as our LETTER OF THE MONTH. And this month we got a real doozie!

Dear MARVEL AGE MAGAZINE,

We all know that Marvel is hugely successful in the good ol' US of A, but how about other countries? How many different countries and different languages are Marvel Comics printed in? Perhaps we could find out how a Marvel comic is translated, or which Marvel comics are the most popular overseas? What are comic book conventions like in other countries?

Adam Schultz
420 Hamlin Ave.
Sattelite Beach, FL 32937

According to our Foreign Licensing Department here at Marvel in New York, our comics are published in many different languages and places all around the world. Some of the languages that the adventures of our characters can be read in are Hebrew, Spanish, Dutch, Swedish, Portugese, French, Greek, Italian, Indian, and up until recently, several African languages including Zulu!

The overseas publishers buy the material directly from us, and then translate it themselves, utilizing their own editors and letters.

The most popular comic in other parts of the world are Spider-Man (in Germany he's known as Die Spinne!), the X-Men, and the Hulk. Seems as though people all over the world seem to like to read the same kinds of comics!

Marvel writers and artists such as Walter Simonson and Tom DeFalco who have been to conventions overseas have commented that they're much the same as they are on this side of the pond—Marvel comics are very popular, and there's quite a demand to meet the people who create them!

Dear MARVEL AGEnda makers,

I think I've figured out what caused the White Event in the new Universe. **The Beyonder** did it! In a recent AVENGERS, the Beyonder is almost killed by energy disruption of his "human birth-machine." The whole universe almost "whited out" as a result. As a matter of fact, the panel showing the skyline silhouette does come from THE AVENGERS issue I mention.

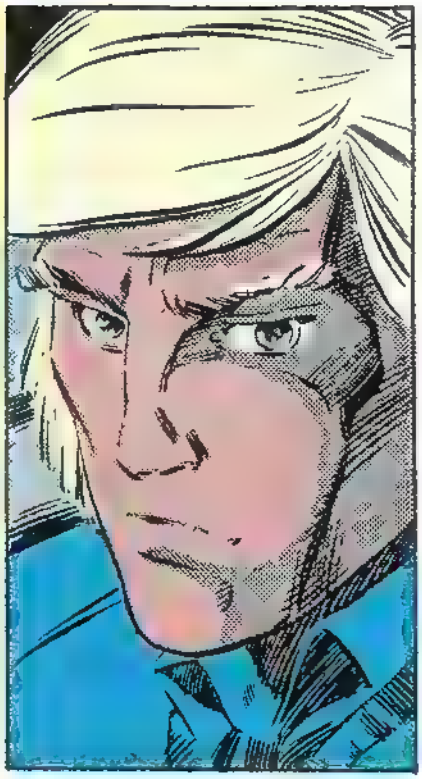
I'm theorizing that the Beyonder's almost-death was a multi-dimensional phenomenon. Since Earth (Marvel Universe) was the source, it could easily have resonated on "Earths" across the multi-layered realities, having hit the New Universe "Earth" the most (or least?).

The New Universe is an interesting place. I've read all the #1s except MERC. All of them are good or better. I particularly fell in love with D.P 7. Must be the way everyone interacts and actually wants to be with one another. KICKERS, INC. I hope will be, at least during the season, a sports comic. Reading about action in a professional game is not in the *least* boring! It's a good change from lasers and leotards.

I loved seeing our Earth's version of **Dr. Stephen Strange** in SPITFIRE AND THE TROUBLESHOOTERS. He may well have become an oriental-influenced martial arts teacher if he could not use magic in our reality.

I hope I'll get some feedback (in print!) on my thoughts.

Nathan Aiken
735 E. 165th St.
Bronx, NY 10456



Dear MARVEL-AGErs,

I know why you made the New Universe, and I'm glad you did. It was a good idea. Celebrating Marvel's 25th anniversary by creating the New Universe was great, but there's one flaw. Not a big one, of course, but it still fits the category. You've based your origin in reality, but not in fantasy. Yeah, it's a fantastic idea but you never made a really good reason which would relate to comics. In the world of **Spider-Man** you'd never see anyone reading a Marvel Comic. The same goes for all comics. It just doesn't work. So, I've solved the riddle for you.

At the end of SECRET WARS II #9, pg. 40, it said "In time, masses form in the void . . . stars . . . suns . . . planets . . . On some planets life arises, evolves, flourishes! Thus, within the NEW UNIVERSE begat by the Beyonder's power . . . Mortal beings live their finite lives . . . Giving meaning to the infinity in which they dwell . . . Thus, finally, is the desire of the one from Beyond . . . Fulfilled!" Then it dawned on me. If the Beyonder created the New Universe, it doesn't necessarily mean that there would be another Earth there . . . or does it? I solved this riddle for you also.

If the Beyonder's desire was fulfilled, maybe he created a replica of Earth in the New Universe. Only this time he granted Earth new legends, and got rid of the ones which killed him. (Which I hope isn't so!)

I also have one question. If the **Molecule Man's** power is so great as to almost match that of the Beyonder, then therefore he is one of the most powerful beings in the Universe. If so, why doesn't he have his own comic?

David Neigler
1424 Beech Lane
East Meadow, NY 11554

Dear Marvel,

I'm writing to ask a question that has been on my mind since I heard about Marvel's New Universe. Will we ever see a comic that explains the New Universe? Such as how it came into existence, where it is located in relation to the Marvel Universe and things such as that?

I've come up with two theories about how the New Universe evolved. First, for many years we've been told that all the destruction that **Galactus** caused would someday turn into something good. Perhaps the New Universe is the prophecy that Galactus kept talking about?

Second, after the Beyonder was "killed" in SECRET WARS II #9, a new universe was made from his, shall we say, essence? Pehaps since he was the reason for the New Universe, some of the given talents of the characters in the New Universe could easily be explained. Could this be the New Universe of Marvel?

Is either of these right? Surely you'll explain how it came into being someday?

Before I go, I'd also like to say what a great job Marvel's doing with Star Comics. Being eighteen years old, I felt pretty silly buying Star Comics. However, I've now learned my lesson. The stories are great, as well as the artwork. PETER PORKER, THE SPECTACULAR SPIDER-HAM, CARE BEARS, HEATHCLIFF and THUNDERCATS (I'm one of the lucky ones who have two copies of the first issue) are among my favorites.

I hope everyone at Marvel keeps up the good work. Until **Hank Pym** marries **Aunt May** . . . Make Mine Marvel (old and new)!

Michael Young
2212 East 5
Anderson, IN 46012

Thanks for some great ideas, guys! The official word (from Big Jim Shooter, himself, and he should know!) on the topic of The-Beyonder-and-The-New-Universe is that the two events are completely unrelated. The New Universe is just that—a NEW Universe, having nothing whatever to do with the original Marvel Universe.

Dear MARVEL AGE MAGAZINE,

I'm a regular reader of MARVEL AGE MAGAZINE and I think that you guys do a super job with the Coming Attractions. I'd also like to say that the New Talent Department is the best. M.A. #46's new talent, **Terry Tidwell**, has a promising future. Keep it up, Terry. Now here's the purpose of my letter. I have been collecting comics with a friend for about two or three years now. One of our favorite old titles is "WHAT IF . . . ?" I'd like to know if there are any plans to bring back this superb comic. I'm sure many other people share my interest and enjoyment of "WHAT IF . . . ?" and one question on all our

minds is, what if . . . "WHAT IF . . . ?" came back? Well, in the future, Make Mine Marvel!

Eric Hartman
13 Bluebell Lane
Levittown, NY 11756

What if . . . we were going to do some more issues of WHAT IF . . . ? Well, we are, Eric, in the near future! The reason for the delay is that sometimes we have to wait for just the *right* idea to come along. Well, it seems as though it *has!*

Look for Dr. Doom and the Silver Surfer to be in the pages of a new issue of WHAT IF . . . ? And check the pages of MARVEL AGE MAGAZINE for the latest scoop on when you will be seeing it on the stands!

Dear MARVEL AGErs,

I've found a flaw in **Wolverine**! If his claws are housed in his forearms, then he wouldn't be able to extend his claws while his wrists are bent, but I've seen it done! I have an explanation. Here we go. Since Adamantium is the strongest metal forged, then if he extended his claws while his wrists are bent, he wouldn't be strong enough to resist the snap of his wrists when he extends his claws, but since he's bending his wrist, as soon as he extends his claws, his wrists would snap back straight. It happens so fast that the average eye cannot detect it, so it appears his wrists have not moved.

Also, about **Mike Esquebedo's** idea of Wolverine's bones. I'll quote Wolverine himself: "My bones are forged of pure adamantium, the strongest metal known . . . " (X-MEN #142). Also, I love the way **Art Adams** draws Wolverine. His claws should be blades, not pitchforks! I think Art Adams is one of the best artists, up there with **Byrne, Miller** and **Simonson**.

Well, until Wolverine dates **Strawberry Shortcake**, Make Mine Marvel!

Matt Tackett
1407 89th St. NW
Bradenton, FL 33529

Okay. The final word—and I mean the FINAL word—(at least for this issue)—on Wolverine's claws is that there is no way Wolverine can *extend* his claws while his wrists are bent. Yes, he *can* bend his wrists when his claws are all the way out or all the way in, but not when they are out only halfway. If he did this, the claws would tear through the skin on the backs of his hands. He must *consciously* straighten his wrists before he extends his claws. Okay? Okay.

Dear MARVEL AGE,

I love the ELEKTRA ASSASSIN LIMITED SERIES! Is the scarf that is wrapped around **Elektra's** head the same scarf that **Matt (Daredevil) Murdock** used to use as a mask?

Has Elektra ever used any other weapons than a pair of sai?

Bill Keenan
1344 Lakeview
Roanoke, TX 76262

Well Bill, you're on the right track! The scarf that Matt Murdock used to use as a mask was a scarf that Elektra gave him! Elektra, being a professional assassin, uses any weapons she wants; machine guns, knives, bombs, flamethrowers, MX missiles . . . well, you get the idea.

Dear MARVEL AGE MAGAZINE,

I like the X-MEN because they helped me learn a very important lesson: That the only sure way to lose is to quit. And quitting is not part of the **X-Men**, though they are tested—like **Ororo**, stripped of her gifts, or **Logan**, reduced to the animal within, or especially like **Kurt**, judged for the devil without rather than the angel within. Their sacrifices, though unrecognized and often condemned, are not in vain. Like a pebble thrown in a still pond, rippling in rings, the hope they stir brings change unseen.

Their tales remind me of **Tolkien's** "Lay of Leithian," how **Luthien's** song was able to move **Mandos**, keeper of the dead, to pity. "For Luthien wove two themes of words of the sorrow of the **Eldar**, and the grief of Men, of the Two Kindreds made by Iluvatar to dwell in the **Arda**, the Kingdom of Earth amid the innumerable stars."

It should go without saying that praise for the X-Men is praise for their makers.

Lance Capua
San Diego, CA

Thanks for the nice comments, Lance—they speak volumes. The philosopher Freidrich Neitzche said "That which does not kill us makes us stronger," and I have a feeling that the X-Men would agree.

Okay, that's it for this month's letters! Keep writing, we love to hear what *you* think about what's going on! Hey . . . listen, Jim Salicrup's out of the office right now, so I can sneak this in. Ever since they asked me, little ol' Sue Flaxman (better known around the Marvel offices as "Sue-Hulk") to do this letter column, I've had this great idea about turning it into a kind of *advice* column for comic book fans. Gee, I think it would be a big hit! So, if you need some friendly comic-book type advice, address your letters to *"Dear Sue-Hulk,"* c/o MARVEL AGE MAGAZINE. And, uh . . . don't tell Jim. Okay?

MARVEL TRIVIA QUIZ ANSWERS

I know, I know, you're smothering your disappointment that there were no questions about **the Legion of Monsters**, but meanwhile, did you recall these various facts and fancies?

1. **Hank Pym** (who had more aliases than our typesetter wants to think about) was married to **Maria Trovaya**, then to **Janet Van Dyne**; **Patsy Walker** was first wedded to **"Buzz" (Mag-Dog) Baxter**, and currently to **Daimon Hellstrom**.

2. Don't say you've already forgotten **the Spaceknights**!

3. **Ann Darnell** and **Mike Steel** comprise half of **the U-Foes**, who regularly upset the life of **the Hulk**.

4. **Cybele** is **Thena's** mother, though we must admit they probably communicate using other means than AT&T.

5. **Michael (Shaman/Talisman) Twoyoungmen**, his daughter **Elizabeth** (once-**Talisman**) **Twoyoungmen**, and his late wife **Kathryn Twoyoungmen**.

6. **Georgianna** and **Leonard "Wrench" Hebb** are the loving couple among **the Thunderiders**.

7. **Anaconda** and **Cottonmouth**, as they are better known, are members in good standing of **the Serpent Society**.

8. **Rahne (Wolfsbane) Sinclair** was obvious, but did you remember that party animal, **Reverend Craig**?

9. **The Blue Diamond**—one of my personal choices for the Silliest Looking Headgear of All Time Award.

10. Ready? Here they are, from left to right, in their best heroic poses: **the Hulk, Valkyrie, Nighthawk, Hellcat, Devil-Slayer, Dr. Strange, Clea, Gargoyle, the Son of Satan, Sub-Mariner**, and **the Silver Surfer**.

11. One of the first teams to locate on the West Coast, **the Champions**.

12. Though not of the royal family, **Iridia** and **Falcona** are well-known among **the Inhumans**.

13. **The Ghost Rider, the Two-Gun Kid, Kid Colt Outlaw, the Rawhide Kid**, and **the Ringo Kid**. A Wild West merit badge if you remembered that in this appearance, **Ghost Rider** was referred to as **Night Rider**.

14. **Ray Coffin**, introduced in MICRONAUTS #2, joining them in battle a few issues later.

15. **Master Man**. You can see why Germany lost the war, with their gift for coming up with catchy names, eh?

16. **The Leatherneck Raiders**, led by **Capt. Simon Savage**. (**Jay Little Bear** later met his death as a member of **Combat Kelly's Deadly Dozen**.)

17. **The Guardians of the Galaxy**, who weren't to appear again for years after this debut tale.

18. **Cal Rankin, the Mimic**, who met a tragic fate later on in the pages of THE INCREDIBLE HULK.

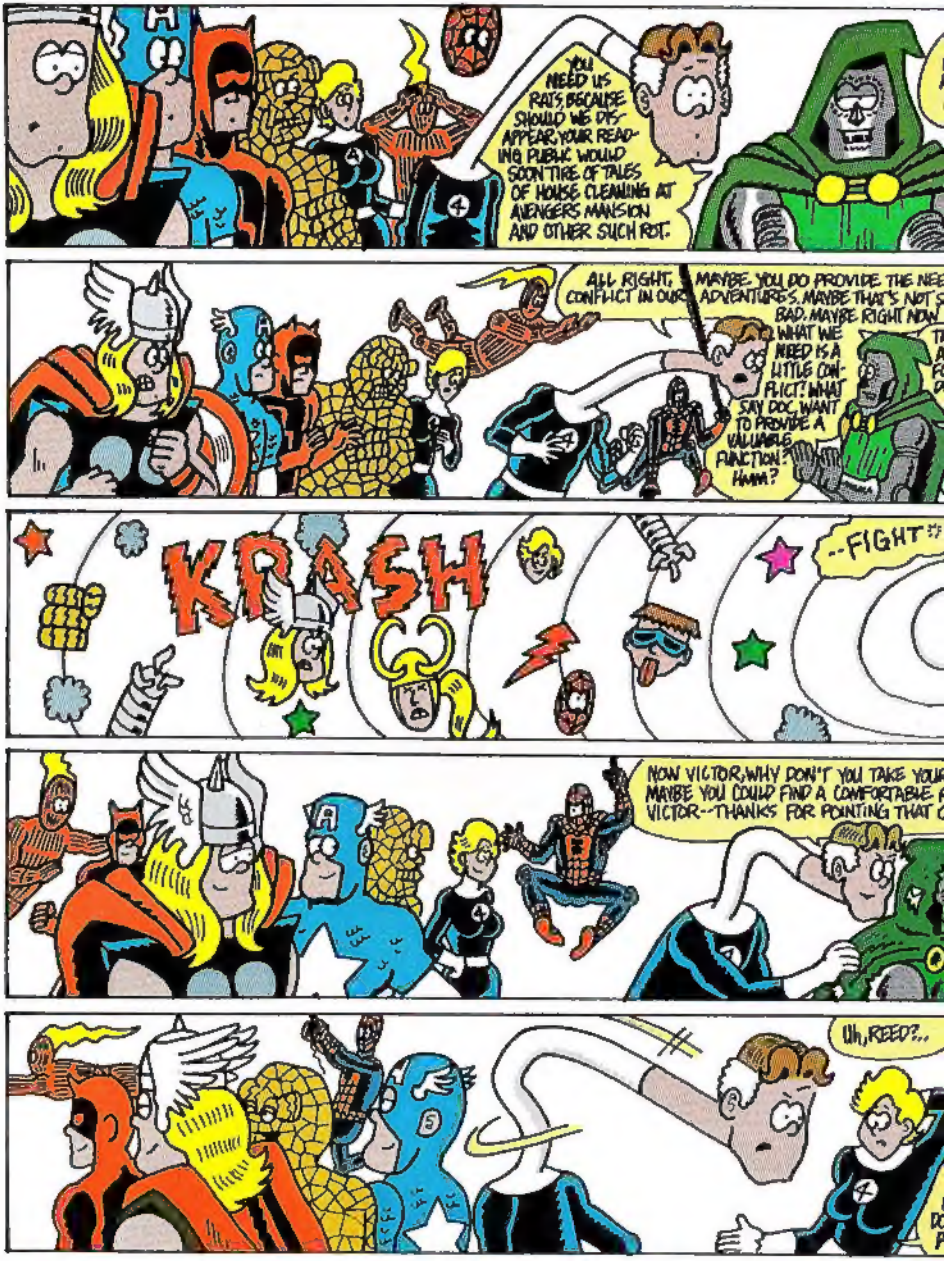
19. **Batroc the Leaper, the Swordsman**, and **the Living Laser**.

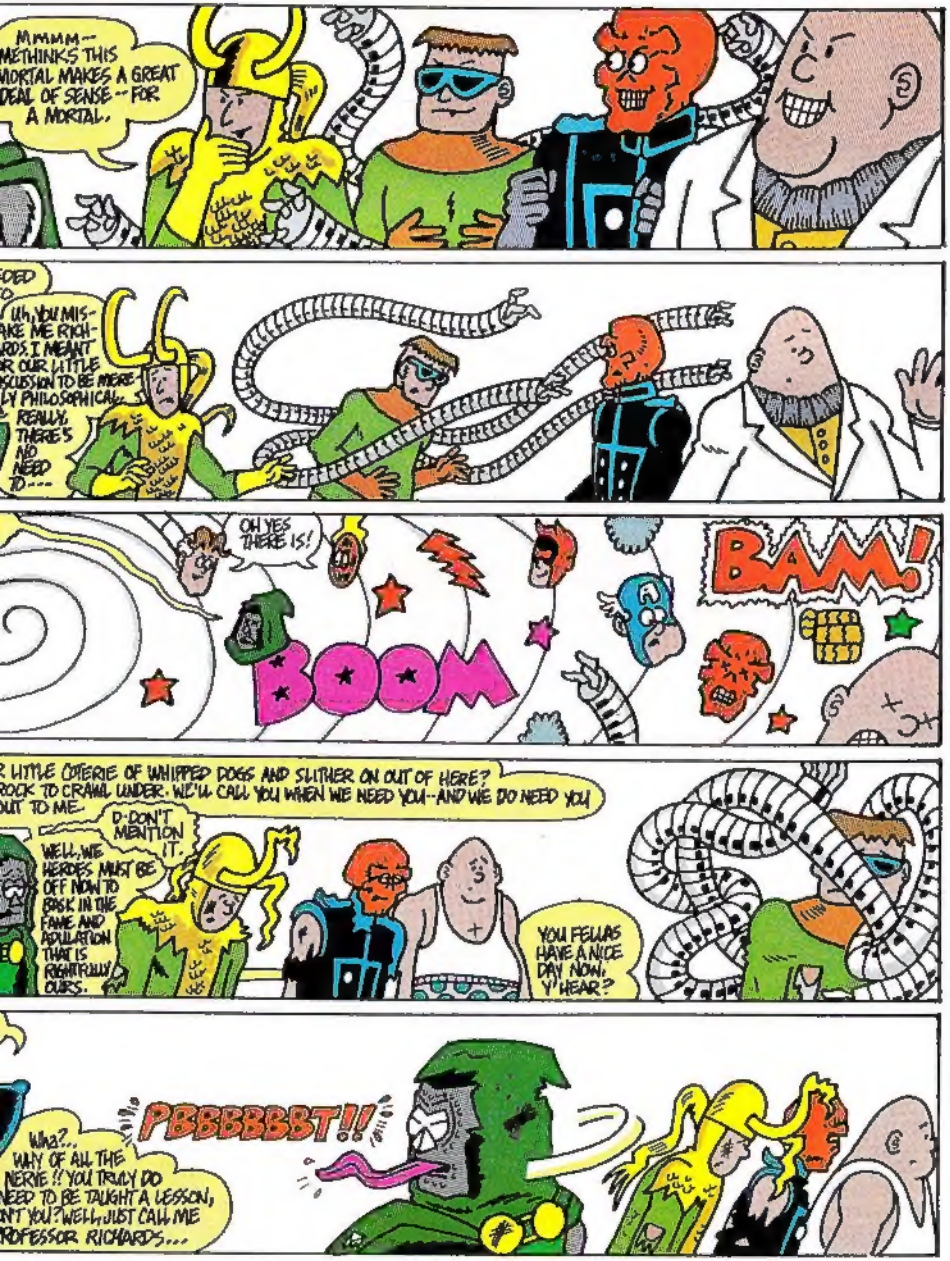
20. **The Wizard** first turned up in STRANGE TALES #102, so don't try to argue that **the Hate-Monger**, as **Adolf Hitler**, was first seen elsewhere, okay? Thanks, and see ya next month with more Marvelous Trivia!

—Brian Nelson

WHEN
HEY, DR DOOM--
IT'S BEEN 25 YEARS NOW.
WELL, WE'RE COMMITTED TO
OUR CAUSE AS WELL, WHICH MEANS
STOPPING GUYS LIKE YOU--AND THE
F.F.'S GOT GUYS SUCH AS SPIDER-MAN AND
THOR. A NOBLE FOE I MIGHT NOT REMOVE YOU
ON OUR OWN WHICH SHOULD CAUSE SOME
RECONSIDERATION ON YOUR PART!
THAT'S
WHY IT'S
THE BEST
PLACE THERE
IS AND THERE'S
NOTHING YOU CAN DO
TO RUIN IT"
YEAH, SEZ ME--SO WHAT?
SO I ADMIT WE DON'T WIN
AS OFTEN AS I THINK
WE SHOULD--
BUT DID YOU
EVER NOTICE HOW
WE ACE BAD GUYS
KEEP COMING BACK
AGAIN AND AGAIN AND AGAIN
AND AGAIN? HMMM?
MAYBE
IT'S SURE NOT MY DOING!
GIVEN THE CHOICE, I'D
RATHER BE
ANYWHERE
ELSE
HIGHLY
UNLIKELY
BUT I DO
YOU WORK
HEROES
WHAT DO
ALL THE GLORY,
BUT WITHOUT
YOU'RE NOTHING!

TITANS BICKER!
by FRED HEMBECK
YOU'D LIKE THAT WOULDN'T YOU, RICHARDS? WELL FORGET IT SUCKER- DR DOOM IS OUT TO GRIND MANKIND BENEATH HIS BOOT HEEL! AND UNTIL MY HUMBLE DREAM BECOMES A REALITY, IT'S TAKE A BIT MORE THAN YOU ASKING ME NICELY NOT TO TO DETER ME. THE VERY IDEA! I'M COMMITTED TO MY IDEALS, MAN!
CE THE MARVEL UNIVERSE WAS FOUNDED. T OF TROUBLE AND GIVE YOURSELF UP? YOU MUST RESTED BY THE FANTASTIC FOUR. C'MON-- HOW ABOUT IT? PLEASE?....
OH YEAH?
HARDLY, MR ALLEGEDLY FANTASTIC WERE COME SOME OLD BUDDIES ANXIOUS TO STAND AT MY SIDE-- OR, OCTOPUS AND LOKI! AND UESS WHAT? LOKI'S A NORSE OD TOO, SO NYAHH!
N AMERICA AND THE KINGPIN AND MATTER' GOING TO OVER.
EZ YOU!


YOU NEED US RATS, BECAUSE SHOULD WE DISAPPEAR, YOUR READING PUBLIC WOULD SOON TIRE OF TALES OF HOUSE CLEANING AT AVENGERS MANSION AND OTHER SUCH ROT.
ALL RIGHT, CONFLICT IN OUR
MAYBE YOU DO PROVIDE THE NEE
ADVENTURES. MAYBE THAT'S NOT S
BAD. MAYBE RIGHT NOW
WHAT WE NEED IS A LITTLE CONFLICT! WHAT SAY DOC, WANT TO PROVIDE A VALUABLE FUNCTION? HMM?
KRASH
--FIGHT!
NOW VICTOR, WHY DON'T YOU TAKE YOU
MAYBE YOU COULD FIND A COMFORTABLE
VICTOR--THANKS FOR POINTING THAT
UH, REED?..

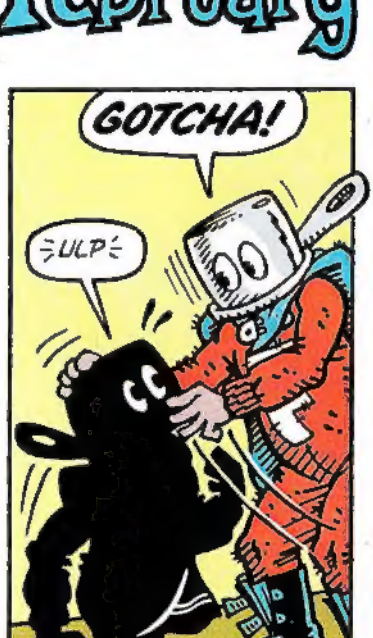

MMMM--METHINKS THIS MORTAL MAKES A GREAT DEAL OF SENSE--FOR A MORTAL..
UH, YOU MIS-TAKE ME RICH-ARDS, I MEANT OUR LITTLE DISCUSSION TO BE MERELY PHILOSOPHICAL... REALLY, THERE'S NO NEED TO---
OH YES THERE IS!
BOOM
BAM!
LITTLE COTERIE OF WHIPPED DOGS AND SLITHER ON OUT OF HERE? ROCK TO CRAWL UNDER. WE'LL CALL YOU WHEN WE NEED YOU--AND WE DO NEED YOU!
D-DON'T MENTION IT.
WELL, WE HEROES MUST BE OFF NOW TO BASK IN THE FAME AND ADULATION THAT IS RIGHTFULLY OURS.
YOU FELLAS HAVE A NICE DAY NOW, Y'HEAR?
WHA?... WHY OF ALL THE NERVE!! YOU TRULY DO NEED TO BE TAUGHT A LESSON, AIN'T YOU? WELL, JUST CALL ME PROFESSOR RICHARDS...
PBBBBBBT!!

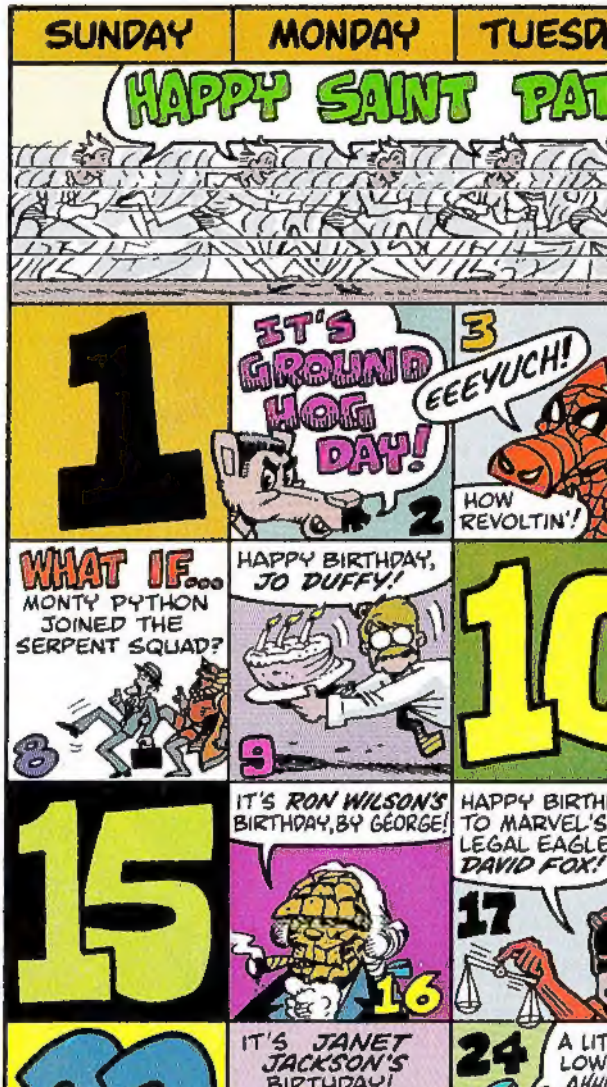
... AND THE BEAT(ING) GOES ON...

THE 1987 MARVEL AGE® CALENDAR

THE WORLD'S SHORTEST MONTH!

February





Mike Carlin—Writer Ron Zalme—Artist

WEDNESDAY
THURSDAY
FRIDAY
SATURDAY
TRICK'S DAY!
IT'S ONLY FEBRUARY, HONEY.
DARN IT! I'M ALWAYS EARLY FOR EVERYTHING!
5
6
HAPPY BIRTHDAY, BOB CAMP!
AWW, SHUCKS!
7
11
TODAY IS PASTE-UP ARTIST, RICH DUFOR'S BIRTHDAY!
HAPPY BIRTHDAY TO ME AND JOE ALBELO!
12
TOMORROW IS CAROL KALISH'S BIRTHDAY!
K-CHING!
1/3
14
VALENTINE'S DAY!
THIS IS EM-BARRAS-SING!
HE AIN'T RELATED TO STARFOX, IS HE?
18
19
20
VISIT THE NEW UNIVERSE JUSTICE ONCE!
HAPPY BIRTHDAY, BARRY KAPLAN!
21
25
26
MAJOR MOTION PICTURES WE'D LIKE TO SEE...
FAT CHANCE.
27
WAUGH!
HOWARD THE DUCK II
IF THERE WAS A FEBRUARY 29th THIS YEAR, IT WOULD BE NEL YOMTOV'S BIRTHDAY! (BUT THERE ISN'T, SO IT'S NOT.)
28